MAGIC The Gathering

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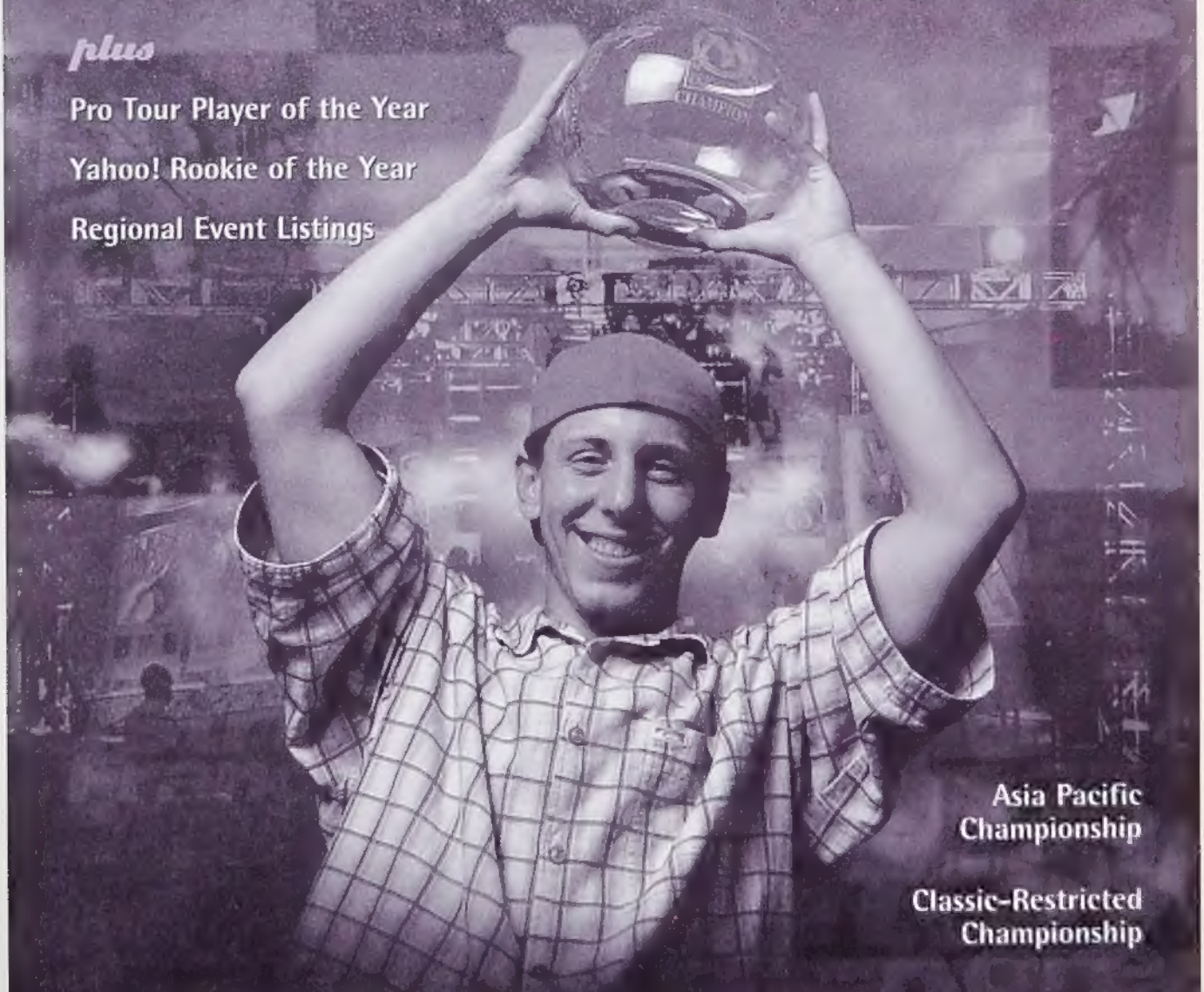
Magic: The Gathering World Championships

plus

Pro Tour Player of the Year

Yahoo! Rookie of the Year

Regional Event Listings



Asia Pacific Championship

Classic-Restricted Championship

San Diego's Brian Selden Is Victorious in Seattle

Rookie of the Year

Yahoo!

Practice is the key to continued success on the Pro Tour, something Team CMU's Randy Buehler discovered throughout the Pro Tour season this year. As one of the dominant teams on the tour, Buehler credited his CMU teammates with helping him win the Yahoo! Rookie of the Year award. Of them Buehler had this to say: "I couldn't have done it without my team, Michael Turian, Dan Silverman, Brian Schneider, and especially Erik Lauer. They were essential to the playtesting process that generated my decks and prepared me to play them." One of the married players, Buehler also gave accolades to his wife, "I also couldn't have done it without my wonderful wife, Denvia Laugel. I'm really lucky to have someone who understands why I sometimes (okay, often) playtested into the middle of the night."

With his panache for long practice sessions, Buehler found himself near the top of his game. His Pro Tour record for the year included Chicago (first), Mainz (thirty-ninth), Los Angeles (sixteenth), New York (forty-first), and Worlds (twelfth). Other notable tournament finishes included Grand Prix–Atlanta (first), Grand Prix–Antwerp and Grand Prix–Indianapolis (fifth), U.S. Nationals (twelfth), and the North American Extended Championship (first). Taking a year off from his doctorate studies at Carnegie Mellon University in order to play Magic, Buehler sees himself doing much better during the coming season. "Now that I have more time for Magic, I think I should play even better this year. I hope to have a better year than Finkel did this year and I think that's more than just wishful thinking on my part."

—Jack Lewis Stanton

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The Right Stuff

worlds recap

From August 11–16, 1998, the best **Magic** players in the world gathered in Seattle to play for the right to be World Champion. The tournament featured three distinct formats (with a fourth for the Team Championship), guaranteeing the winner would be proficient in all elements of competitive **Magic**.

The first day showcased Booster Draft, in which players drafted their cards from the Rath Cycle series (*Tempest*, *Stronghold*, and *Exodus* cards). Norway's Sigurd Eskeland ended up the winner for the day, with a perfect 7–0 record, leading the United States' Jon Finkel on tiebreakers.

The format for Day 2 was Standard. Players brought their most scrutinized decks for the most popular format. John Yoo went undefeated and became the day's overall winner. Finkel won his first four matches of the day until France's Raphael Levy ended his streak.

Day 3 featured Rath Cycle Constructed, a format that might lay the seeds for the Standard decks of the future (when the *Mirage* cycle rotates out of the Standard environment). Randy Buehler's "CMU-Tech" deck, featuring effectively infinite card-drawing, mana-gaining, and damage-dealing loops, gave him a 7–0 record.

On the fourth and final day, the national teams faced off in the Team Limited format. After six rounds of Swiss, the French team led the field on match points, but lost to the United States team in the Constructed finals.

The finals of the 1998 **Magic: The Gathering** World Championships were held on Sunday, using the same Standard decks that the competitors used on Day 2. When all the smoke had cleared, seventeen-year-old Brian Selden was pronounced the 1998 World Champion.

—Monty Ashley

Pro Tour Player of the Year

Jon Finkel

Taking a year off from his college studies, Pro Tour Player of the Year Jon Finkel used his time wisely. Learning the subtle nuances of every facet of the game, Finkel achieved a record this year that will be hard to top in the years to come, outscoring nearest rival Randy Buehler 87–70 in the Pro Tour player point race. Not only did he finish high at every Pro Tour stop this year (Chicago—third, Mainz—twentieth, Los Angeles—twenty-third, New York—first, Worlds—third), but he finished fourth in the U.S. National Championships, first at Grand Prix–Rio, second at the North American Extended Championship (behind rival Randy Buehler), and helped the United States win its third World Team Championship. Traveling around the world to several Grand Prix events, as well as the Pro Tour stops, Finkel dominated his competition.

According to Pro Tour judge Jeff Donais, "There has never been a player more universally respected than Jon Finkel." This respect allowed Finkel to travel around the country in order to playtest with a variety of individuals for upcoming events. With Finkel preparing to return to Rutgers University this year (and his main rival Randy Buehler taking a year off from school to play **Magic**), many are wondering if "The Fink" can uphold his lofty status as the top dog in **Magic**.

—Jack Lewis Stanton

Editor's Notes

Many, Many Prizes

The prize ceremony at the World Championships is a crowded affair. In the metaphorical back room of the Pro Tour, there are crystal bowls, walnut plaques, shiny trophies, and enormous checks piled to the ceiling.

First of all, you have the prizes that go along with Worlds itself—the individual and team World Champions, the finalists and semifinalists, and of course, the champions from each individual day. And, because Worlds is the end of the 1997–98 Pro Tour season, you have the awards for Pro Tour Player of the Year and Rookie of the Year.

What's odd about the awards is that some of them reward continued excellence, like Jon Finkel's domination of the professional circuit over the past year, and some of the awards are for very focused feats, such as winning an individual day of competition.

It makes sense that there would be many award winners at a competition like Worlds, which is made up of the best **Magic** players in the world—National Champions, top professional players, and the highest-rated players in the world. When the field is this good, every achievement is worthy of recognition.

The Worlds is also the final tournament of the season, just as the World Series ends the baseball season. Along with the winner of the series, awards are given for the best batting average, pitching, MVP, and the best fielder at every position in both leagues. It's the same in most sports.

And now that all the prizes have been awarded, it's time for a new season. New Pro Tour player points are being counted, and a new Yahoo! Rookie of the Year is somewhere on the horizon.

—Monty Ashley

Table of Contents

THE SIDEBOARD

Volume 3, Issue 10
November 1998

1 World Championships
It all comes down to this

4 Deck Analysis
The best Standard decks in the world

8 On the Circuit
APAC Championship and Classic-Restricted Championship

9 BattleTech World Championships
The war at GEN CON

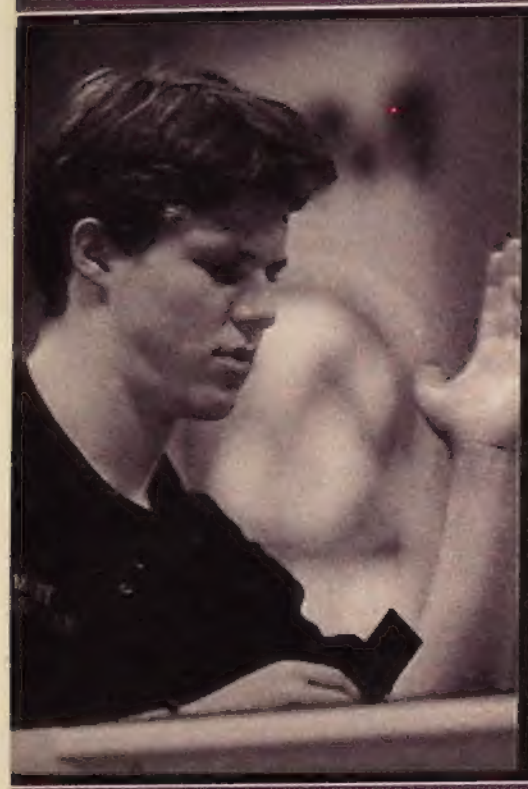
10 North American Events
DCI tournament organizers' listings, Arena league sites, and the Top 100 players in each main format

14 Organized-Play Roundup
News from the Arena league and reaction to the new DCI Standard Floor Rules

15 Wizards of the Coast Organized Play Schedule

16 Yahoo! Rookie of the Year
Randy Buehler makes a big entrance

1998 World Championships



Ben Rubin vs Brian Selden

Ben Rubin

At only fifteen years old, Ben Rubin is no newcomer to the Pro Tour circuit. Rubin finished in second place at Pro Tour–Los Angeles earlier this year. He played a "Living Death" deck and lost to Dave Price's "Sligh" deck in the finals.

The roles were reversed as Ben Rubin of Southern California faced Brian Selden of Northern California in the finals. This time around it was Rubin playing a "Sligh" deck, facing Selden's graveyard-recursion strategy in the finals. Unfortunately for Rubin, the recursion deck prevailed this time around and Rubin received yet another second-place finish.

Rubin did not get a chance to practice too much for this tournament, but he did attend the Vancouver Open where he had several days of practice with Jon Finkel, Steven O'Mahoney-Schwartz, David Price, Olle Råde, and several other top players. Rubin was planning on playing a mono-blue deck with Ophidians and Waterspout Djinns, but testing in Vancouver convinced him that Sligh was the way to go.

Rubin made a good choice as he was able to go through the Standard competition with a 6–1 record, losing only to Jon Finkel playing another Sligh deck. Rubin would later meet Finkel in the semifinals and get his revenge, defeating the celebrated player 3–1. Rubin had a 5–2 record in the Booster Draft and a 4–2–1 record in Rath Cycle Constructed, where he played a "Tradewind/Awakening" version given to him by Feming Chan. Rubin would like to thank his sponsor, Ballpark Sports Cards, for helping him attend pro events.

–Alex Shvartsman

Final Match

Game 1

In the first game of the title match, both players felt confident that victory and the crown would be theirs by the end of the day. To start things off, Brian Selden had to take a Mulligan after his initial hand showed a lack of mana sources. Still, he managed to drop three lands, a Wall of Roots, and a Tradewind Rider by his third turn. Ben Rubin, in typical "Sligh" fashion, played a Mogg Fanatic and Mogg Flunky by turn two, initiating an attack on turn three that saw the end of Selden's Wall of Roots. To make matters worse for Selden, Rubin used a Wasteland to take out a City of Brass, leaving Selden with only a Reflecting Pool and forest for available mana sources.

After his third turn, Rubin's attack appeared to fizzle, and Selden looked as though he might gain the time necessary to set up a defense. But it was not to be. Though he had a Cursed Scroll in play and the mana to use it, Rubin elected to sacrifice two mountains in order to Fireblast Selden's Tradewind Rider that was about to get out of hand. After a series of creature and direct-damage exchanges, Selden was forced to Firestorm a Mogg Fanatic to keep Rubin's Mogg Flunky from attacking. Survival of the Fittest allowed Selden to fetch a Spike Feeder and put him out of immediate burn range, but Rubin drew a Ball Lightning and knocked Selden down to 1 life, then finishing him with a Hammer of Bogardan. One key to Rubin's victory was his use of three Wastelands to keep Selden from having a black mana for longer than one turn.

Match Score: Selden 0, Rubin 1

Game 2

After sideboarding, Rubin came out strong and appeared as though he would deprive Selden of multicolored mana throughout the match. His second-turn Dwarven Miner destroyed Selden's City of Brass on turn three, and he used a Wasteland on a Reflecting Pool on turn four. Still, Selden managed to summon a Nekrataal in order to eliminate the Miner and Survival of the Fittest, and to fetch up a variety of creatures. Rubin's attack was slow in the beginning, giving Selden the time to use Survival for Spike Feeders, Verdant Force, and a Bird of Paradise for nongreen mana. After taking Rubin down to 8 life with the Spike Feeders, Selden cast a Recurring Nightmare, sacrificing an Uktabi Orangutan to bring the Verdant Force from the graveyard into play. On the following turn, Selden sacrificed a Force token to bring a Staunch Defenders into play, at which point Rubin conceded Game 2.

Match Score: Selden 1, Rubin 1

Game 3

Failing to play a creature on turn one, Rubin began his second game in a row at a slow pace. Drawing only one mountain and two Wastelands the entire game, Rubin had to watch helplessly as Selden put down a Survival of the Fittest on turn three, a Recurring Nightmare on turn four, and a Verdant Force on turn five. Rubin's Mogg Fanatics valiantly threw themselves in the way of the rampaging Force, but in the end, Rubin ran out of creatures and conceded on his ninth turn.

Match Score: Selden 2, Rubin 1

Game 4

Though he didn't get the first-turn Jackal Pup or Mogg Fanatic, Rubin did get a second-turn Ironclaw Orc to start the fourth game. By turn five, Ben had dropped Selden down to 6 life, but Selden was able to get the Spike Feeders when he needed them and somehow found enough time to use his Recurring Nightmare to bring out a Verdant Force on turn eight. On turn nine, Selden brought out a Staunch Defenders, and on turn ten a Spirit of the Night. Meanwhile, Rubin's Flunkies, Fanatics, and Dwarves were standing around wondering what went so horribly wrong.

With Spike Feeder recursion giving him more than enough life to survive Rubin's burn, it was just a matter of how Selden would win this final game and take the title. On his final turn, Selden used the Recurring Nightmare to bring up a Nekrataal and clear out all blockers, leaving Rubin's solitary Mogg Flunkies to watch the parade Selden sent over to end the game. With the attack, Selden became the 1998 Magic: The Gathering World Champion.

Final Match Score: Selden 3, Rubin 1

–Jack Lewis Stanton

Brian Selden

Seventeen-year-old Brian Selden never dreamed that he'd win the World Championships in his first Pro Tour outing. "I didn't expect to win," said Selden, one of the three San Diego Magic players to break the Top 8 at Worlds. "My friends had better hopes for me than I did. As I got closer, I started making deals with my friends. I told them what I'd buy them if I won!" After winning the title, his friends made sure he remembered his promises. "The deal kind of backfired. I had to buy one friend a $150 boogie board." Still, with $34,000 in pocket and a title only four others have held, Selden has few complaints.

Invited to the Worlds thanks to a Top 25 DCI rating, Selden hoped to do better than his ninth-place finish at the U.S. Nationals. "That was horrible! I was the only one with three losses who didn't make the Top 8." Feeling that he could do well against the world's best players, Selden's confidence received a huge boost after a 6–1 start on Day 1. One of the stronger Standard players in the world, Selden finished Day 2 with a 5–1–1 record, placing him in third place—only two points behind leaders Jon Finkel and Raphael Levy. Needing only a 4–3 record in the Rath Cycle Constructed portion of the tournament, Selden thought he could coast in, although he was unsure of the format. "I got my Rath [Cycle] deck the night before after watching Scott Johns, Alan Comer, Sigurd Eskeland, and Sturla Bingen play it. I only got a few practice games in, but I was able to hang on to a 4–2–1 record to make the Top 8." The only disappointment Selden had during Day 3 was his win over John Yoo in the sixth round. "I really didn't want to knock out a fellow Californian [Yoo], but I didn't have a choice."

In his quarterfinal match, Selden received a favorable pairing against "Sligh" player Chris Pikula. "When I was playing against Chris (and later Ben Rubin), I took the risk on several occasions that they didn't have a hand that could burn me out and went for the Verdant Force (via the use of Survival of the Fittest) instead of Spike Feeders. It was a big risk, but on the whole it paid off." After establishing the Force, Selden was able to go for the Spike Feeders that would give him the life necessary to survive against the Sligh. After beating Levy 3–1, an all-California showdown was set between Northern Californian Rubin and the Southern Californian Selden. In what would prove to be a mauling, Selden came out victorious 3–1, winning the crown and the respect of his fellow Magic players. When asked what was the best thing about winning the Championship (other than the $34,000 in cash, of course), Selden replied, "Now I don't have to worry about my DCI rating anymore (in order to qualify). I was so close on several occasions with my rating, but just missed it. Now I don't have to worry about it."

–Jack Lewis Stanton

Semifinalists

Jon Finkel vs Raphael Levy

Jon Finkel

There's not much to say about Jon Finkel that hasn't already been said during the course of the past Pro Tour season. However, several accomplishments are worth repeating—like his three Top 4 appearances (including Worlds), his Pro Tour Player of the Year award (amassing an incredible 87 points), his victory at Grand Prix–Rio, and his U.S. World Team Championship victory. At the 1998 Worlds, Finkel was simply phenomenal, jumping out to a casual 11–0 start, he was the points leader for two of the three days, and tied with Raphael Levy once. Heading into the Top 8, many thought Finkel would find a way to become the first player in Pro Tour history to win a second Pro Tour title. After his 3–0 victory against Alan Comer, Ben Rubin took Finkel down 3–1 in what would amount to a bad matchup between two "Sligh" decks. Still, with his third-place finish, Finkel put a cap on what was the most impressive Pro Tour season ever.

—Jack Lewis Stanton

Raphael Levy

One of the most promising young players in Europe, Frenchman Raphael Levy was the only non-American player in the Top 8. Levy qualified for Worlds with his high number of Pro Tour player points, having done exceptionally well in European Grand Prix events this past season. As a deckbuilder, Levy is best known for designing "LLL—Legion Land Loss," the Extended deck that won multiple Pro Tour Qualifiers in Europe and several in the United States.

Levy, who stayed in the Top 8 of the rankings throughout the whole tournament, played a black-green variant of a "Living Death" deck, designed by Marc Hernandez of the French national team. In the Rath Cycle Constructed competition, Levy played "Five-Color Anarchy," another graveyard-recursion deck built by himself and fellow teammates of The Legion. Making the Top 8 as the second seed, Levy was in for some tough matches. He was able to defeat Brian Hacker's white-weenie deck 3–2, coming back from two straight losses. Levy lost to Brian Selden's "Recurring Nightmare/Survival of the Fittest" strategy 3–1 to finish fourth overall at the 1998 Worlds.

—Alex Shvartsman

Quarterfinalists

Chris Pikula

"You are overdue for this, dude," one of the spectators was overheard congratulating Pikula on making the Top 8. One of the more outspoken advocates of the game and a regular color commentator at Pro Tour quarterfinals, Pikula hadn't had a high finish since Pro Tour–Dallas '96. A member of Team Deadguy, Pikula was naturally playing "Sligh." Brian Selden defeated him in the first round of the Top 8, but Pikula was not bitter; he proceeded to entertain the spectators by doing color commentary for the remaining two rounds.

—Alex Shvartsman

Brian Hacker

Known more for his wild blue hair than his awesome playing skills, Brian Hacker attributed his Worlds success to his "Humility/Orim's Prayer" Rath Cycle deck designed by Ellen Koberer and Isra Hernandez. Master deckbuilder Brian Schneider tweaked the deck.

"Their assistance and my pre–Pro Tour effort was instrumental in doing well in that portion, where I made my bones, going 5–1–1," said Hacker of their help. In his quarterfinal match against Raphael Levy, Hacker cited Game 3 of the five-game match as the key to his defeat. "The middle game I drew way too much land after Cataclysm, when all I needed was one creature and the game was mine." As for Hacker's predictions for next season, "I'm going to have my best season next year, and anyone who thinks that I'm content with Worlds had better watch out!"

—Jack Lewis Stanton

Alan Comer

Alan Comer is universally acclaimed as one of the top deckbuilders today, having designed such popular Classic and Classic-Restricted decks as "Reanimator," "Turbo-Xerox," and "Godzilla." Comer's love for using the graveyard did not diminish as he made the Top 8 using a Living Death/Survival of the Fittest engine. "I was going to play a recursive 'Anarchist' deck," explained Comer, "but it kept losing to control... 'Living Death' decks crushed everything at Costa Mesa tournaments, so I decided to build one of those." Comer has modified his deck considerably to perform better against many deck types, but it weakened his deck against "Sligh." Comer lost to two Sligh decks in the Standard competition and, once again, to Finkel's Sligh in the quarterfinals. Comer would like to thank his sponsor, Game Empire, for helping him attend pro events.

—Alex Shvartsman

Scott Johns

One of the select players to have broken three Pro Tour quarterfinals (Los Angeles '96, Worlds '96, and Worlds '98), quarterfinalist Scott Johns has long been held as one of the stronger competitors playing the Magic game. A recent graduate from California State University at Northridge with a degree in music, Johns came to the Worlds optimistic that he could finish in the money, but doubting another Top 8 would await him at the end of the Swiss rounds. Although he lost to Ben Rubin 3–2 in a hard-fought quarterfinal match, Johns put on a great show. With the skills he showed at Worlds, many expect to see him at the top of the leader board in future Pro Tour stops.

—Jack Lewis Stanton

Brian Selden
Raphael Levy
Scott Johns
Alan Comer

Four of the eight finalists—Brian Selden, Raphael Levy, Scott Johns, and Alan Comer—played decks built around the "Survival of the Fittest/Recurring Nightmare" combination. Three of the four traced their deck's ancestry back to a design by Bryce Currence, based on Darwin Kastle's U.S. Nationals deck. This version is known as the "California" or the "Los Angeles" deck. According to Johns, it was the dominant deck in Los Angeles for the month prior to Worlds. Comer commented about the deck's development: "For the first time in California's history we've quit griping and trying to be the best in our state. We've done so badly recently that best in California didn't mean much. So now we're all working together to be a real force."

This deck uses Wall of Blossoms and Spike Feeders to fend off attacking forces while trying to get Survival of the Fittest into play. Once it's out, the player can discard creatures at will to fetch "187" creatures (creatures with useful "comes-into-play" effects), using Nekrataal to destroy creatures, Uktabi Orangutan to destroy artifacts, Cloudchaser Eagle to destroy enchantments, and of course, more Walls of Blossoms for additional cards and Spike Feeders if running low on life. The other half of the combo, Recurring Nightmare, allows these cards to be used over and over again, cycling back and forth from play to the graveyard and producing their effect each time. The deck also contains two big monsters, Spirit of the Night and Verdant Force. Once one of those has been discarded and popped back into play, the game is virtually over.

This deck started out as a "Living Death" deck and was often referred to that way at the tournament, but some versions (including Selden's Championship deck) have eliminated Living Death entirely. For those that still have it, another route to victory is to use Survival of the Fittest or Hermit Druid to fill the graveyard with creatures, then cast Living Death.

The California version of the deck uses all five colors; the mana base consists of eight to ten forests, a few swamps, and lots of non-basic lands, along with four Birds of Paradise. Most of its losses were due to early land and Bird destruction. The multicolored mana is included primarily for two spells, Lobotomy and Firestorm, but it also allows playing Man-o'-War, Orcish Settler, and Cloudchaser Eagle without relying on Recurring Nightmare. Lobotomy gives a big edge against any combo-based deck, including other copies of this one. Firestorm is tremendous against fast creature decks; before his quarterfinal match, Selden commented, "If I draw [Firestorm] I will most likely beat Chris Pikula." Some versions include other off-color creatures such as Tradewind Riders, Shard Phoenix, Anarchist, and Staunch Defenders.

Levy's version was distinctly different from the three Americans. He credited the design to fellow Frenchman Marc Hernandez. Levy's deck was strictly green-black (aside from one Cloudchaser Eagle), without the blue and red splashes of the California versions. This allowed him to avoid most of the non-basic lands and the Birds of Paradise required by the California decks. Without them, he couldn't use Lobotomy or Firestorm, but he was far less vulnerable to land destruction. Levy's deck was more oriented toward Living Death than the others—three Hermit Druids almost ensured that he'd get one even without Survival, at which point he could start filling his graveyard and increase his land supply. His Thrull Surgeons served almost the same function as the California decks' Lobotomy. He also included a few cards not used by any of the California trio. Coffin Queen works much like Recurring Nightmare, providing a backup if the Nightmares are removed or destroyed. Oath of Ghouls combines extremely well with the Hermit Druids, and provides an alternative to the Survival of the Fittest/Nightmare combination. Finally, Vampiric Tutor allows searching for a critical card, thus reducing the luck factor.

Brian Selden's Deck

CREATURES (24)
- 4 Birds of Paradise
- 1 Cloudchaser Eagle
- 1 Man-o'-War
- 2 Nekrataal
- 1 Orcish Settler
- 2 Spike Feeder
- 1 Spike Weaver
- 1 Spirit of the Night
- 1 Thrull Surgeon
- 1 Tradewind Rider
- 2 Uktabi Orangutan
- 1 Verdant Force
- 4 Wall of Blossoms
- 2 Wall of Roots

SPELLS (14)
- 2 Firestorm
- 2 Lobotomy
- 4 Recurring Nightmare
- 2 Scroll Rack
- 4 Survival of the Fittest

LAND (22)
- 3 City of Brass
- 8 Forest
- 1 Gemstone Mine
- 2 Karplusan Forest
- 2 Reflecting Pool
- 1 Swamp
- 2 Underground River
- 2 Undiscovered Paradise
- 1 Volrath's Stronghold

SIDEBOARD
- 4 Boil
- 2 Dread of Night
- 3 Emerald Charm
- 1 Hall of Gemstones
- 2 Phyrexian Furnace
- 2 Pyroblast
- 1 Staunch Defenders

Raphael Levy's Deck

CREATURES (20)
- 1 Cloudchaser Eagle
- 1 Coffin Queen
- 3 Hermit Druid
- 2 Nekrataal
- 3 Spike Feeder
- 1 Spike Weaver
- 1 Spirit of the Night
- 4 Thrull Surgeon
- 3 Uktabi Orangutan
- 1 Verdant Force

SPELLS (17)
- 2 Living Death
- 1 Oath of Ghouls
- 4 Recurring Nightmare
- 4 Survival of the Fittest
- 2 Vampiric Tutor
- 4 Wall of Blossoms

LAND (23)
- 1 City of Brass
- 11 Forest
- 9 Swamp
- 1 Volrath's Stronghold
- 1 Wasteland

SIDEBOARD
- 2 Bottle Gnomes
- 3 Emerald Charm
- 3 Hall of Gemstones
- 1 Living Death
- 1 Nekrataal
- 3 Phyrexian Furnace
- 1 Spike Feeder
- 1 Spike Weaver

Scott Johnss Deck

CREATURES (25)
- 4 Birds of Paradise
- 1 Cloudchaser Eagle
- 1 Hermit Druid
- 3 Man-o'-War
- 3 Nekrataal
- 1 Orcish Settler
- 1 Shard Phoenix
- 2 Spike Feeder
- 2 Spike Weaver
- 1 Spirit of the Night
- 1 Thrull Surgeon
- 1 Uktabi Orangutan
- 1 Verdant Force
- 4 Wall of Blossoms

SPELLS (14)
- 2 Firestorm
- 2 Living Death
- 2 Lobotomy
- 4 Recurring Nightmare
- 4 Survival of the Fittest

LAND (22)
- 2 City of Brass
- 9 Forest
- 1 Gemstone Mine
- 1 Karplusan Forest
- 2 Swamp
- 4 Underground River
- 2 Undiscovered Paradise
- 1 Volrath's Stronghold

SIDEBOARD
- 4 Boil
- 2 Dread of Night
- 3 Emerald Charm
- 1 Hall of Gemstones
- 1 Lobotomy
- 2 Pyroblast
- 1 Staunch Defenders
- 1 Uktabi Orangutan

Alan Comer's Deck

CREATURES (24)
- 1 Anarchist
- 4 Birds of Paradise
- 1 Cloudchaser Eagle
- 2 Man-o'-War
- 3 Nekrataal
- 1 Orcish Settlers
- 1 Shard Phoenix
- 2 Spike Feeder
- 2 Spike Weaver
- 1 Spirit of the Night
- 1 Uktabi Orangutan
- 1 Verdant Force
- 4 Wall of Blossoms

SPELLS (15)
- 1 Firestorm
- 3 Living Death
- 3 Lobotomy
- 3 Recurring Nightmare
- 1 Scroll Rack
- 4 Survival of the Fittest

LAND (21)
- 2 City of Brass
- 10 Forest
- 1 Gemstone Mine
- 1 Swamp
- 4 Underground River
- 2 Undiscovered Paradise
- 1 Volrath's Stronghold

SIDEBOARD
- 2 Boil
- 3 Dread of Night
- 3 Emerald Charm
- 1 Lobotomy
- 3 Pyroblast
- 1 Rebound
- 1 Scragnoth
- 1 Thrull Surgeon

Comparative decklist for the four:

	Selden	Johns	Comer	Levy
Creatures				
Anarchist	–	–	1	–
Birds of Paradise	4	4	4	–
Cloudchaser Eagle	1	1	1	1
Coffin Queen	–	–	–	1
Hermit Druid	–	1	–	3
Man-o'-War	1	2	2	–
Nekrataal	2	3	3	2
Orcish Settler	1	1	1	–
Shard Phoenix	–	1	1	–
Spike Feeder	2	2	2	3
Spike Weaver	1	2	2	1
Spirit of the Night	1	1	1	1
Thrull Surgeon	1	1	–	4
Tradewind Rider	1	–	–	–
Uktabi Orangutan	2	1	1	3
Verdant Force	1	1	1	1
Wall of Blossoms	4	4	4	4
Wall of Roots	2	–	–	–
Spells				
Firestorm	2	2	1	–
Living Death	–	2	3	2
Lobotomy	2	2	3	–
Oath of Ghouls	–	–	–	1
Recurring Night	4	4	3	4
Scroll Rack	2	–	1	–
Survival of the Fittest	4	4	4	4
Vampiric Tutor	–	–	–	2
Land				
City of Brass	3	2	2	1
Forest	8	9	10	11
Gemstone Mine	1	1	1	–
Karplusan Forest	2	1	–	–
Reflecting Pool	2	–	–	–
Swamp	1	2	1	9
Underground River	2	4	4	–
Undiscovered Paradise	2	2	2	–
Volrath's Stronghold	1	1	1	1
Wasteland	–	–	–	1
Sideboard				
Boil	4	4	2	–
Bottle Gnomes	–	–	–	2
Dread of Night	2	3	–	–
Emerald Charm	3	3	3	3
Hall of Gemstone	1	1	–	3
Living Death	–	–	–	1
Lobotomy	–	1	1	–
Nekrataal	–	–	–	1
Phyrexian Furnace	2	–	–	3
Pyroblast	2	2	3	–
Rebound	–	–	1	–
Scragnoth	–	–	1	–
Spike Feeder	–	–	–	1
Spike Weaver	–	–	–	1
Staunch Defenders	1	1	–	–
Thrull Surgeon	–	–	1	–
Uktabi Orangutan	–	1	–	–

Ben Rubin
Jon Finkel
Chris Pikula

Three of the eight finalists—Ben Rubin, John Finkel, and Chris Pikula—played fast red creature-burn decks of the type often called "Deadguy Red." (Some players have taken to calling all such decks "Sligh," but Sligh decks feature a particular mana curve, very mana-efficient attack creatures, Orcish Artillery, and a couple of X spells. These decks don't match that description and deserve their own label.)

Finkel and Pikula, both members of Team Deadguy, played a version designed by Finkel and David Price. Unlike many team decks, where each member makes a few tweaks to the deck or sideboard to fit their own tastes or playing style, Finkel and Pikula played card-for-card the same deck. Both of them downplayed the design. "We've all played decks similar to this...it's not like it's a particularly original deck, if you catch my drift," said Finkel. Pikula added that the one big difference was that they played one extra mountain.

Rubin designed his own version, though he also credited David Price for convincing him that fast mono-red was the best choice for the environment. "Instead of using Fireslinger, which is the traditional two casting-cost creature along with Ironclaw Orc, I used Mogg Flunky because of its power and it's more aggressive than Fireslinger." He also included two Mogg Flunkies to increase the power in the two-mana creature slot. Rubin's sideboard was very different from the Finkel/Pikula sideboard. All three were better prepared for blue opponents than for the green-black graveyard-recursion decks; however, Rubin's Dwarven Miners and Dwarven Thaumaturgists proved extremely potent against them, destroying the non-basic lands and Wall of Blossoms to leave them defenseless. Finkel and Pikula's Phyrexian Furnaces were targeted towards the graveyard-based decks, but turned out less useful—both because those decks could dump so many cards into the graveyard so quickly, and because of Uktabi Orangutans.

Ben Rubin's Deck

CREATURES (21)
- 4 Ball Lightning
- 2 Goblin Vandal
- 4 Ironclaw Orcs
- 4 Jackal Pup
- 4 Mogg Fanatic
- 2 Mogg Flunkies
- 1 Viashino Sandstalker

SPELLS (18)
- 4 Cursed Scroll
- 4 Fireblast
- 2 Hammer of Bogardan
- 4 Incinerate
- 4 Shock

LAND (21)
- 17 Mountain
- 4 Wasteland

SIDEBOARD
- 3 Bottle Gnomes
- 2 Dwarven Miner
- 2 Dwarven Thaumaturgist
- 1 Final Fortune
- 1 Firestorm
- 4 Pyroblast
- 2 Shattering Pulse

Jon Finkel's Deck

CREATURES (19)
- 4 Ball Lightning
- 3 Fireslinger
- 4 Ironclaw Orcs
- 4 Jackal Pup
- 4 Mogg Fanatic

SPELLS (19)
- 4 Cursed Scroll
- 4 Fireblast
- 3 Hammer of Bogardan
- 4 Incinerate
- 4 Shock

LAND (22)
- 18 Mountain
- 4 Wasteland

SIDEBOARD
- 4 Bottle Gnomes
- 1 Final Fortune
- 3 Phyrexian Furnace
- 4 Pyroblast
- 2 Shattering Pulse
- 1 Torture Chamber

Brian Hacker

Brian Hacker was the odd one out for the Worlds finals, playing a white-weenie deck. His main deck was the same one designed by Kyle Rose and used by Matt Linde to win the U.S. Nationals. "It seemed really strong, and all the deckbuilders that I talked to didn't seem to want to make any drastic changes, really any changes at all. So I decided to use the same configuration," said Hacker. "But the sideboard went through some major renovation because there was a totally different field expected at Worlds."

The main strengths of this deck are its speed, the damage-redirection ability of the en-Kors, and the Empyrial Armor/Cataclysm combination. "The ability to go second-turn shadow, third-turn Armor, and fourth-turn Cataclysm is devastating against almost any deck," said Hacker. He also commented that this version "has a little bit more firepower and also a little bit more staying power than I think most white-weenie decks do."

--Beth Moursund

Brian Hacker's Deck

CREATURES (27)
- 3 Nomads en-Kor
- 3 Paladin en-Vec
- 4 Soltari Monk
- 4 Soltari Priest
- 1 Soltari Visionary
- 4 Soul Warden
- 4 Warrior en-Kor
- 4 White Knight

SPELLS (16)
- 1 Aura of Silence
- 4 Cataclysm
- 3 Disenchant
- 4 Empyrial Armor
- 4 Tithe

LAND (17)
- 17 Plains

SIDEBOARD
- 3 Abeyance
- 2 Armageddon
- 3 Aura of Silence
- 3 Cursed Scroll
- 1 Disenchant
- 3 Spirit Link

Chris Pikula's Deck

CREATURES (19)
- 4 Ball Lightning
- 3 Fireslinger
- 4 Ironclaw Orcs
- 4 Jackal Pup
- 4 Mogg Fanatic

SPELLS (19)
- 4 Cursed Scroll
- 4 Shock
- 4 Fireblast
- 3 Hammer of Bogardan
- 4 Incinerate

LAND (22)
- 18 Mountain
- 4 Wasteland

SIDEBOARD
- 4 Bottle Gnomes
- 1 Final Fortune
- 3 Phyrexian Furnace
- 4 Pyroblast
- 2 Shattering Pulse
- 1 Torture Chamber

Comparative decklist for the three:

	Rubin	Finkel	Pikula
Creatures			
Ball Lightning	4	4	4
Fireslinger	–	3	3
Goblin Vandal	2	–	–
Ironclaw Orcs	4	4	4
Jackal Pup	4	4	4
Mogg Fanatic	4	4	4
Mogg Flunkies	2	–	–
Viashino Sandstalker	1	–	–
Spells			
Cursed Scroll	4	4	4
Fireblast	4	4	4
Hammer of Bogardan	2	3	3
Incinerate	4	4	4
Shock	4	4	4
Land			
Mountain	17	18	18
Wasteland	4	4	4
Sideboard			
Bottle Gnomes	3	4	4
Dwarven Miner	3	–	–
Dwarven Thaumaturgist	2	–	–
Final Fortune	1	1	1
Firestorm	1	–	–
Phyrexian Furnace	–	3	3
Pyroblast	4	4	4
Shattering Pulse	2	2	2
Torture Chamber	–	1	1

Day 1: Booster Draft

The Magic World Championships test the skills of its competitors in several different formats, allowing only the very best to advance. The first challenge set before them was a day of Booster Drafts. Competitors were separated into groups of seven or eight at each draft table, where they drafted from the Rath Cycle booster packs. After four rounds of play, a second Booster Draft followed, in which players with similar match records would draft at the same tables. Three more rounds of play followed, thus determining the final results.

When Pro Tour–New York Champion Jon Finkel was asked to summarize the best draft strategy for this format, he simply said, "Draft as if black and green did not exist." It seems that several of the top players agreed with Finkel and intended to follow this strategy, going for various combinations of red, white, and blue decks. Fellow U.S.A. teammate Mike Long, when asked about his draft strategy, promised to "beat and beat and pound on people's stupid heads." Translating that strategy into a color theme, Long confessed that he might be going after green-blue.

Some players rely on their knowledge of the competition to give them an edge. Alan Comer of California explained that many players have a favorite strategy, so you can predict the colors they are likely to draft and take advantage of that. Others, like Tomi Walamies of Team Finland, will just take what comes—not premeditating colors or strategy.

Although their respective strategies worked out for most of these players, the final results were a surprise to many: several of the top players finished very low in the standings and some of the less-known competitors proved that they can draft with—and beat—the best. Norwegian Sigurd Eskeland proved to be the best that day. Having gone undefeated through six rounds of Swiss, he faced fellow Norwegian (and member of the national team) Kim Eikefet in a match for the top ranking spot of the day. "I expected a 5–2 finish. Playing against Kim Eikefet in the last round, I thought I'd at least get beat due to the cards I passed her during the draft," explained Eskeland.

Kim Eikefet of Team Norway ended up third overall on the day. One of only two female competitors at Worlds, Eikefet made Pro Tour history by going undefeated through the first six rounds of Swiss. Eikefet drafted a blue-white deck each time and was only defeated by Eskeland's red-green deck with many anti-flier spells in the last round. "I guess the practice worked," Eikefet commented. She, Sigurd Eskeland, and European Champion Sturla Bergen practiced drafting together in order to prepare for Worlds.

In second place for the day was, to no one's surprise, Pro Tour powerhouse Jon Finkel. The only player besides Eskeland to go undefeated at that point, Finkel was very happy with his performance. "I felt that the one area I could have a weak showing in was the draft." Having done his homework for the two Constructed formats, Finkel felt certain he could make the Top 8 at that point.

Other players making strong showings after Day 1 included former number-one Composite player Casey McCarrel, Pro Tour rogues Brian Selden, Andre Konstanczer, and Raphael Levy, DCI Composite invitee Jonathan Becker, Finland's Mikko Snygg, and reigning World Champion Jakub Slemr.

Not every pro player did so well. Truc Bui of Team Hitmen, known as one of the best drafters in the world, was only able to finish in 194th place with a 1–5–1 record. Others not fairing too well on the first day included Australian National Champion Rod Ho (2–5), Terry Tsang of Team Canada (2–5), Worth Wollpert of Team Deadguy (2–5), and reigning Pro Tour Player of the Year Paul McCabe (2–5).

With several Norwegian players on top of the rankings, it was no surprise that Team Norway was at the number-one spot in team competition with 55 points. Behind by only 1 point was Team U.S.A. Finland and Germany were tied for third place with 52 points each.

Mathematically, anyone with at least two wins during the draft day could still make the Top 8. In reality, the high finishes in this competition paved the way for many of the eventual quarterfinalists as well as others who finished near the top.

—Alex Shvartsman

Day 2: Standard

After a grueling Day 1 in the humid University of Washington HUB building, several players had emerged atop the leader board and were looking to increase their lead with a strong Standard (Type II) performance.

Choosing decks based on what they expected to see, players risked much on this day, gambling that their metagame choices would salvage a bad start or continue a strong one. Leading the way as the most popular deck of the tournament, "Sligh" once again made itself known in a big way. Though it was played by many of the top players looking to maintain their rankings, only a few players managed to go 6–1 with it, and none a perfect 7–0. Terry Tsang (Team Canada) was one of those players benefiting from the powers of Sligh. After a dismal 2–5 start (of which his two wins were byes), Tsang blazed to a 6–1 finish, taking him from an atrocious 176th place up to 68th. "After Day 1, I was feeling pretty down," said Tsang. "I was fortunate enough to get some tech from various people and favorable matchups allowed me to get back into the hunt."

One of the reasons many were playing Sligh was due to fear of the "Draw/Go" multiple counterspell deck, which did so well in the European Championship. Draw/Go did make an appearance, doing quite well for itself, but it constantly got beat down by the aggressive Sligh. Tomi Walamies (Team Finland) and Randy Buehler (Pro Tour points rogue) were the only two players of note who managed to bring the Draw/Go deck in for a 6–1 record.

At the top of the standings after Day 1, Sigurd Eskeland (Pro Tour points rogue) and Jon Finkel (Team USA) had perfect 7–0 records, but each took a different route on Day 2. Finkel chose to play a control-oriented Sligh deck (twenty-two lands for easier Hammer recursion) and his choice proved to be a strong one. Cruising to an impressive 11–0 start, Finkel wasn't derailed until the twelfth round by Raphael Levy, playing a strong "Survival of the Fittest/Recurring Nightmare/Living Death" deck. "My deck did exactly what I wanted it to," said Finkel. "I played it because it crushes Draw/Go and it's a really good deck." At the end of the day, Finkel was in second place (to Levy) with a strong 36 points.

Showing the cruelties of the game, Eskeland chose to play the Draw/Go deck and had to sit by as his deck betrayed him throughout the entire day. Finishing a disappointing 1–5–1, Eskeland dropped from the top spot all the way down to thirty-eighth place, needing a perfect record on Day 3 to have a shot at the quarterfinals. Eskeland's fellow Norwegian Kim Eikefet was suffering a near similar fate over the course of the day. In third place with a 6–1 record at the outset, her Sligh deck mana flooded or mana shorted over seven matches, giving her a 3–4 record on the day (dropping her to twenty-third place).

Playing what proved to be a new arch-type deck using the power of Survival of the Fittest and Recurring Nightmare to get large creatures out quickly, Raphael Levy (Pro Tour points rogue) handed Jon Finkel his first loss of the tournament. With his 6–1 record, Levy catapulted to the top of the standings, leading Finkel on tiebreakers. The dominance of this new deck type was evident as John Yoo (Pro Tour points rogue) and Scott Johns (DCI ratings invitee) finished 7–0 and 6–1 respectively with very similar concepts.

Another new arch-type that found its way onto the scene was a variety of decks using Oath of Druids from the *Exodus* expansion. With huge differences in the actual decks, Martin Laznovsky (Czech Republic) played a "Five-Color Control" variation with eleven counters, while Singapore's Beng Hai Lee played a mono-green version with land destruction, Eladamri's Vineyards, and Cursed Scrolls. Both players ended the day with 6–1 records, as well as placing in the Top 64. Still, the "Oath" deck wasn't as popular as many expected it to be. Many players chose to use the "Recurring Nightmare" deck instead once its power was recognized.

Though the Standard format sported many strange decks, only one managed to make an impression on the field. That deck was a "Four-Color Green" deck played by Peter Gysemans of Belgium. Playing such oddball spells as Circling Vultures, Ghazban Ogres, and Mtenda Lions, Gysemans won six of his seven matches, propelling him from ninety-second place all the way up to fourteenth by day's end.

As for the rest of the expected decks, "Prosperous Bloom" and white weenie did appear quite frequently, but failed to live up to their expectations. Out of a handful of Bloom players, only Tore Fiil (Denmark) finished with a 6–1 record on the day. Those players attempting to score big with the white-weenie deck found themselves ambushed by decks built to crush them. Other than Sligh, the tremendous number of mono-colored decks failed to show in convincing fashion as they had at the U.S. Nationals.

The World Team Championship competition heated up as the favored United States maintained a firm grasp on second place for the second day in a row. Team Denmark, due to the strong performances of Tore Fiil and Timme Nyegaard (both 6–1 on the day), jumped from fifteenth place all the way up to sixth. However, the biggest news on the team front had to be Canada's improbable move from twenty-sixth place to an amazing seventh place overall, leaving them within striking distance of the leaders. With less than 20 points separating the first-place team (Finland) and the tenth-place team (Belgium), leading the team tournament was still within grasp of many. Only time and an unknown format would decide the fate of many the following day.

—Jack Lewis Stanton

Day 3: Rath Cycle Constructed

When a brand-new Constructed format makes its debut at the most important tournament of the year, you can expect the very best players to finish on top. With no previous tournaments to predict the metagame, players had to rely on their own deck-building skills and foresight to perform well.

The Winners

A variety of strategies did well in Rath Cycle Constructed, but extreme aggression proved best. Daniel Brickwell of Team Germany finished on top, defeating such excellent players as John Yoo, Gary Wise, Sigurd Eskeland, Eric Phillipps, and many others. Brickwell, as well as fourth-place finisher Paco Martinez, played a black-weenie deck with four Hatreds. Armed with both Dark Rituals and Culling the Weak, Brickwell pulled off a second-turn kill twice throughout the day. Australian National Champion Rod Ho and U.S. team member Mike Long both played Sligh to finish second and third in the competition.

As far as deckbuilders are concerned, major credit goes to Brian Schneider, who came out of Magic retirement to help design the "Humility/Prayer" deck as well as to help Mike Long with the mono-red deck he used to finish 6–1. Schneider's teammate Erik Lauer of Team CMU also did well with his creation of the weird infinite-recursion "Workhorse Tech" deck (discussed below).

Of interesting note, this is the first professional event in almost a year in which Dave Price of Team Deadguy played a non-"Sligh" deck. Price, who finished 5–2 with a black-weenie deck, commented, "I enjoy playing black, too."

Prior to Day 3, few players could or would comment on Rath Cycle Constructed. Some jealously guarded their secret "tech" for this format while others simply had no idea what to play until the night before the tournament. We uncovered the top decks in this format and dissected them below. Each of these decks earned credibility during the seven rounds of intense competition.

Black Weenie

Daniel Brickwell of the German national team was the only player to go undefeated throughout the day. Like so many other top players, his deck of choice was mono-black weenie with four Hatreds. Black-weenie decks are extremely fast in Rath Cycle and, like Sligh in the Standard format, can often win even in the toughest matchup. Most creatures included in the deck have shadow or flying to increase the chances of winning early with a Living Death.

Him EihoFol's Deck!

CREATURES (19)
4 Carnophage
4 Dauthi Horror
4 Dauthi Slayer
3 Dauthi Warlord
4 Foul Imp

SPELLS (20)
2 Culling the Weak
7 Dark Banishing
4 Dark Ritual
1 Extermination
4 Hatred
1 Helm of Possession
2 Reckless Spite
4 Sarcomancy

LAND (21)
17 Swamp
4 Wasteland

"Turbo Awakening"

Originally designed by Zvi Mowshowitz and modified for this format by Sigurd Eskeland, the blue-green "Turbo Awakening" deck gets its advantage from being able to tap the land for mana during your upkeep before processing the Awakening, than using the mana to cast buy-back spells. Several turns into the game, you can be casting Whispers of the Muse with buyback during both your own upkeep and your opponent's upkeep, and eventually win with your creatures once you've established control over the game.

Sigurd Eshlofand's Deck!

CREATURES (13)
2 Spike Feeder
3 Spike Weaver
4 Tradewind Rider
4 Wall of Blossoms

SPELLS (24)
4 Awakening
4 Capsize
4 Counterspell
4 Forbid
4 Legacy Allure
4 Whispers of the Muse

LAND (24)
8 Forest
10 Island
4 Reflecting Pool
2 Skyshroud Forest

"Sligh"

Although most players believed that "Sligh" was too weak in this format, several players did exceptionally well using different versions of it. Mike Long finished 6–1, losing in a close match in the last round, with this deck.

Mike Longs Deck!

CREATURES (30)
4 Canyon Wildcat
4 Firesling
4 Jackal Pup
4 Mogg Conscript
4 Mogg Fanatic
4 Mogg Flunkies
4 Mogg Raider
2 Raging Goblin

SPELLS (14)
2 Goblin Bombardment
4 Maniacal Rage
4 Shock
4 Sonic Burst

LAND (16)
16 Mountain

"Humility/Prayer"

Blue-white or blue-white-green, this control deck relies on the combination of Humility and Orim's Prayer to shut down creature strategies. In addition, it stops the ever-popular Tradewind Riders. Counter magic protects the combo. Using Grindstones for the win, the deck is slow but reliable.

Brian Raeliers Deck!

SPELLS (37)
1 Capsize
4 Counterspell
2 Disenchant
4 Forbid
2 Grindstone
4 Humility
4 Intuition
3 Mox Diamond
3 Orim's Prayer
3 Propaganda
2 Reclaim
2 Scroll Rack
3 Whispers of the Muse

LAND (24)
9 Island
6 Plains
2 Reflecting Pool
4 Thalakos Lowlands
2 Vec Townships
1 Wasteland

"Five-Color Anarchy"

There were a tremendous number of "Living Death/Survival of the Fittest" decks in the field. Some used creatures from multiple colors relying on the Living Death and Recurring Nightmare to bring them into play. Some played with counter magic for increased control. The two cards are so powerful in this format that the number of decks that could be designed around them is virtually endless. Among the more original variants was the "Five-Color Anarchy," designed by Team Legion. It contains some original cards not present in other versions.

Brian Weissmanns Deck!

CREATURES (20)
1 Cloudchaser Eagle
1 Coffin Queen
1 Scragnoth
2 Spike Feeder
3 Spike Weaver
1 Thrull Surgeon
2 Tradewind Rider
1 Verdant Force
4 Wall of Blossoms
4 Wood Elves

SPELLS (10)
1 Altar of Dementia
3 Living Death
2 Merfolk Guile
4 Rampant Growth
4 Recurring Nightmare
4 Survival of the Fittest

LAND (22)
12 Forest
1 Island
8 Swamp
1 Volrath's Stronghold

"Horsecraft"

Perhaps the most original of all decks debuting on Day 3 was Team CMU's "Horsecraft." Named so by APAC Champion Satoshi Nakamura, who had the misfortune of facing the deck at Worlds, the deck works much like Mesacraft in how it needs to enchant a swamp with Overgrowth and get two Workhorses, one in the graveyard and one in play. Remove three counters from Workhorse for mana and tap it via Earthcraft to untap the swamp. Then cast Recurring Nightmare, switching the 1/1 Workhorse in play with the 4/4 one from your graveyard. Do so any number of times gaining virtually infinite mana. At that point you can draw any number of cards by recasting Wall of Blossoms and eventually get Mogg Fanatic into play with Corpse Dance enough times to destroy the opponent.

Mike Turians Deck!

Creatures (17)
1 Hermit Druid
2 Mindless Automaton
1 Mogg Fanatic
1 Spike Breeder
2 Spike Feeder
3 Spike Weaver
1 Stronghold Assassin
4 Wall of Blossoms
2 Workhorse

Spells (21)
3 Corpse Dance
4 Earthcraft
4 Overgrowth
4 Recurring Nightmare
3 Scroll Rack
3 Survival of the Fittest

Land (22)
12 Forest
10 Swamp

—Alex Shvartsman

Day 5: Team U.S.A. Wins

After three hard-fought days of playing Magic, twenty-eight teams from around the world prepared to battle one last day to see who would be crowned the 1998 World Team Champions. At the beginning of the day, each team was handed one *Fifth Edition* deck and one *Fifth Edition* booster per player. In an allotted period of time, the teams then constructed a deck out of the given card pool for each member. Most teams had a specific strategy as to the kind of decks they wished to construct, quickly breaking down the decks into piles of a specific color, then fighting over what cards worked the best for each individual deck. The most commonly held strategy was the mono-color deck design. The main strength of the mono-colored design is that it increases the chances of the player drawing the mana needed to cast spells in a more efficient manner. The other popular strategy was the two-colored deck, which offers stronger sideboard choices. By having access to a greater number of cards, the multicolored-deck player could more easily find an answer to Circle of Protections and other enchantments and artifacts that a mono-colored deck would be hard-pressed to defend against.

At the start of the day, the favored Team U.S.A. (153 points) sat atop the leader board, trailed closely by Team Germany (151), Team Finland (150), and Team France (138). The Americans' lead was due in part to a strong individual performance during the Swiss rounds, namely Jon Finkel's 49-point effort. Finkel was the only national team member from any nation to make the break into the individual competition's Top 8. Germany, trailing the U.S.A. by only 2 points, had tremendous showings by Daniel Brickwell (ninth place/43 points) and Janosch Kuhn (eighteenth place/41 points). The third-place Finns were led by Mikko Snygg (tenth place/42 points) and Tomi Walamies (eleventh place/42 points), while the French boasted a consistent effort by all team members (all ranked between fortieth and eighty-eighth place) to start the day in fourth place. After one of the worst starts in Worlds competition for a complete four-person team, Team Canada overcame its twenty-sixth-place beginning, clawing its way to fifth place with 135 points.

With the stage set, the battles began. By the end of the competition, the Finnish team had fallen to a disappointing fifth-place tie with Team Denmark (210 points). When asked to describe what happened to the Finns on the final day, Tomi Walamies replied, "The usual—bad luck."

While the Finns were having a bad-luck day, the French were giving one of the strongest performances in Team Championship history. Blazing to an amazing 18–4–2 record on the final day, the French grabbed the top spot, ensuring a place in the finals. Manuel Bevand summed up his team's performance by saying, "I think we got a good card pool. But most importantly, we built decks according to each player's style. Also, it's a typical French thing to succeed in team events at the moment."

After a miraculous recovery from their Day 1 doldrums, the Canadians were fighting for every inch of ground in an effort to move up one spot into the money. In the final match of the day, the Canadians were pitted against the United States, who were very nearly guaranteed a spot in the finals. The Canadians came out strong, with S. Ryan Kirk, Terry Tsang, and Peter Radonjic taking their individual matches against Bryce Currence, Jon Finkel, and Matt Linde. This left one important match to be decided. Nick Chen (Canada) was facing Mike Long (U.S.A.), and Chen took the all-important first game of the match. With time running out, the match was allowed to run its course.

Somehow Long managed to find a way through Chen's defenses to win Game 2, securing a draw. Though they didn't sweep the Americans, the Canadians ended 1 point ahead of Denmark and Finland, finishing in the money at fourth place. Of the Canadian effort, Terry Tsang (Canada) had this to say: "We knew going into the last round that the only hope of making money was to sweep the Americans. S. Ryan Kirk and Nick Chen were able to get the key points for us, while Pete Radonjic and I were able to get the job done. I have to say that we were fortunate that round as the Americans had a very talented team that is very capable of beating us."

This poor showing scared the Americans, as the Germans were busy defeating Team Spain 3–1. "I was really worried that Canada might have knocked us out," said American Jon Finkel after the U.S.A.'s disappointing 0–3–1 final round. After the round ended, the Germans and Americans were wondering what the outcome would be. Germany's Janosch Kuhn summed up the final results best when he stated, "We needed to sweep in order to pass the United States. We went 3–1." So the U.S.A. finished in second place with 221 points to Germany's third-place 217. With the victory, the United States earned the right to play their archrival France to see who would be crowned the 1998 World Team Champions. In the finals, both teams chose two players to play their Standard decks from Day 2 and two players to play their Rath Cycle Constructed decks from Day 3. Team France was handcuffed from the start, as Manuel Bevand and Marc Hernandez had written down incorrect Standard decklists, forcing Pierre Malherbaud and Fabien Demazeau to play the Standard format with weaker decks than their counterparts. One of the fastest players throughout the tournament, U.S. National Champion Matt Linde proved it once again in the finals, defeating France's Fabien Demazeau 2–0 before most of the others were done with their first game. In the Mike Long/Manuel Bevand Rath Cycle match, Bevand failed to draw land during the crucial moments of two games, losing the match 2–0. Needing only one more match win to claim the title, U.S.A.'s Jon Finkel was able to use Living Death in a huge way to clear the board of Marc Hernandez's Slivers, taking the match 2–1. With the three match victories, Pierre Malherbaud's (France) match versus Bryce Currence (U.S.A.) was suspended, as the outcome had already been decided. Though finishing in the money at second place, Bevand said, "We were disappointed not to beat the U.S.A. in the finals! You know, there's a rivalry thing in almost everything between our countries...except soccer." Summoning up his experiences after the United States' victory, U.S.A. member Jon Finkel commented, "Everyone was expecting us to win, so there was a lot of pressure for us to perform. The U.S.A. is the best country at Magic and it felt good to prove it."

—Jack Lewis Stanton

Sample Match History

Unorthodox Decks Win Classic -Restricted Championship

Classic Restricted, formerly known as the Type 1.5 format, allows players to use some of their old favorites such as Hypnotic Specter, Serendib Efreet, and Kird Ape without having to compete against some of the more powerful spoiler cards like the Moxen or Ancestral Recall. Although this format is not as heavily supported as other sanctioned-play variants, it remains a favorite among many players who enjoy being able to create such a wide range of strategies.

This year's annual Classic-Restricted Championship, held at the Gen Con Game Fair in Milwaukee, saw most of the popular deck types represented during the five rounds of Swiss play. There were land-destruction decks with Nether Void, ultra-fast red-white-blue decks with Kird Apes and Serendib Efreets, Necrodecks with Juzam Djinn and Hypnotic Specter, and white-blue control decks with the powerful Moat.

In the end, two very unorthodox decks were able to defeat the competition and meet in the finals. Both light on mana, these decks relied on their own outrageous combo to win. Alex Shvartsman used a "Reanimator" deck with four Bazaars of Baghdad. He would use the Bazaar to discard large creatures and either recurse Ashen Ghouls or Animate Dead something big. An opponent would often be left without any cards in hand by turn three, taking 7 damage from a Nicol Bolas animated via Shallow Grave. Krovikan Horror's ability to return from the graveyard worked to negate the card disadvantage created by the Bazaar. Even Wizards of the Coast employees watching the matches had to stop and read some of the underused cards involved—such as Deep Spawn. This deck was designed by Alan Comer of California, back when Classic Restricted was first announced as a format.

Eric Taylor relied on the simpler yet extremely effective interaction between Land Tax and Scroll Rack. He was capable of casting everything with one to two mana, forcing his opponent to let him use the Land Tax so he could put the lands on top of his library to draw new cards via Scroll Rack, and repeat this process as many times as necessary. In effect, having this combo set up on the table provided Taylor with a free Ancestral Recall every turn. Going through his library so quickly, Taylor would always find the card he needed at the moment to thwart his opponent's strategy. Eventually, small white creatures would overwhelm the opponent. This deck was designed by Randy Buehler, who used it to win the Extended Championship—before Land Tax was banned in that format.

Taylor defeated Shvartsman in the finals 2–0 in two intense and very close duels. For his effort, Taylor walked away with a box of Italian-language *Legends* boosters and several boxes of foreign-language booster packs. Both competitors will likely return next year, seeking a rematch at the 1999 Classic-Restricted Championship.

—Alex Shvartsman

Alex Shvartsman's Deck

CREATURES (23)
- 4 Ashen Ghoul
- 3 Crimson Hellkite
- 4 Deep Spawn
- 4 Krovikan Horror
- 4 Nether Shadow
- 4 Nicol Bolas

LAND (21)
- 4 Badlands
- 4 Bazaar of Baghdad
- 1 Diamond Valley
- 8 Swamp
- 4 Underground Sea

SPELLS (16)
- 4 Animate Dead
- 4 Dark Ritual
- 4 Shallow Grave
- 4 Vampiric Tutor

Eric Taylor's Deck

CREATURES (14)
- 2 Gorilla Shaman
- 4 Savannah Lion
- 4 Soltari Priest
- 4 White Knight

LAND (17)
- 1 Kjeldoran Outpost
- 8 Plains
- 4 Plateau
- 4 Wasteland

SPELLS (29)
- 4 Disenchant
- 1 Firestorm
- 4 Land Tax
- 4 Lightning Bolt
- 4 Mox Diamond
- 4 Scroll Rack
- 4 Swords to Plowshares
- 4 Tithe

Alex Shvartsman is a freelance writer from Brooklyn, New York. He is a regular contributor to *The Sideboard* and *InQuest* magazines. Shvartsman is one of the founding members of The Legion international team.

Eric Taylor is a computer-system administrator from Ann Arbor, Michigan. Taylor is well known for his Magic strategy essays posted on the Internet and his unorthodox deckbuilding. Taylor is also infamous for finishing third in two-spot Qualifiers and second in one-spot Qualifiers.

Elo Ratings

An explanation by Gordon Culp, Wizards of the Coast Records Management

Recently I came to the conclusion that many of us do not understand the complexities of the Elo rating system that is used by the DCI. Sure, I can explain Lord Elo's formula that establishes a win expectancy for a player going into a match, and how that win expectancy value is used to award points to the player based on the result of the match. It's like Magic—the play system is fairly simple, but the exponential application of what is simple rapidly becomes complex. When we take a look at players' histories with hundreds of matches going back two years, we can begin to see the Elo system as a whole. In this article, we will take a look at a fictional player's match history, make a significant change to the player's history, and then check the result of the change.

Example

Last February, while processing a ratings appeal for a player wishing to go to Pro Tour–New York, I changed the result of one match that happened in October 1997. When the database went to recalculate the player's rating, the ratings of 47,000 other players had to be recalculated as well since each of the player's opponents and everyone those players played after that date in October had to be recalculated. For Elo ratings to work, the computer must first calculate each player's exact rating going into the particular match.

Take a look at the player's match history before and after we add in an event where the DCI number was not recorded correctly. The right column is the player's original (erroneous) rating, and the left column shows the results with the tournament included.

When the event is included, our subject gains 47 points immediately. However, the higher initial rating means an increased win expectancy; fewer points are gained with each win, and more points are lost with each loss. The surprising result is that after seven months of constant play, the corrected rating is within 2 points of its original level.

Ratings histories are available to DCI Legend members free of charge via the new DCI Personal Stats website beginning in September 1998. Mana-level members can purchase a match history for $15.00 from the DCI Appeals staff at <dciappeals@wizards.com>.

—Gordon Culp

BATTLETECH®
World Championships

They said it would never happen in a game where chance plays such a large role. It's never happened in the Magic World Championships or at any Pro Tour event. Even in other professional sports it is rare. In the world of golf, it is almost unheard of. But this year, at the **BattleTech** World Championships, the unlikely happened. The same three competitors who found themselves in first, second, and third place at last year's World Championships, again found themselves sharing those same three spots atop the best players in the world

Though last year they finished in a different order, the fact that they are the same three in a game that involves the luck of the draw is a true testament to their playing skills. It is also a testament to the fact that **BattleTech** is a tactical game; the decisions a player makes once the cards are on the table are as or more important than what card he or she happens to draw. **BattleTech** is a game of tactical decision making: when to attack and with how much can mean the difference in a game. This and last year's Top 3 finishers have proven they are among the best at making those tough decisions. Other copies of the Top 3 players' decks were used at the Worlds this year, but those decks didn't fare as well. Why? Probably subtle differences in deck construction and less subtle differences in play style and tactical knowledge. We saw highly rated international players fall to more aggressive players due to inexperience in playing against aggressive players. We saw aggressive players fall to slower, more deliberate players (including the reigning World Champion) due to their lack of experience in playing against such meticulous players. Succeeding at the Worlds is clearly not about one certain style of play, but more about knowing your opponent and knowing how to adjust to that person

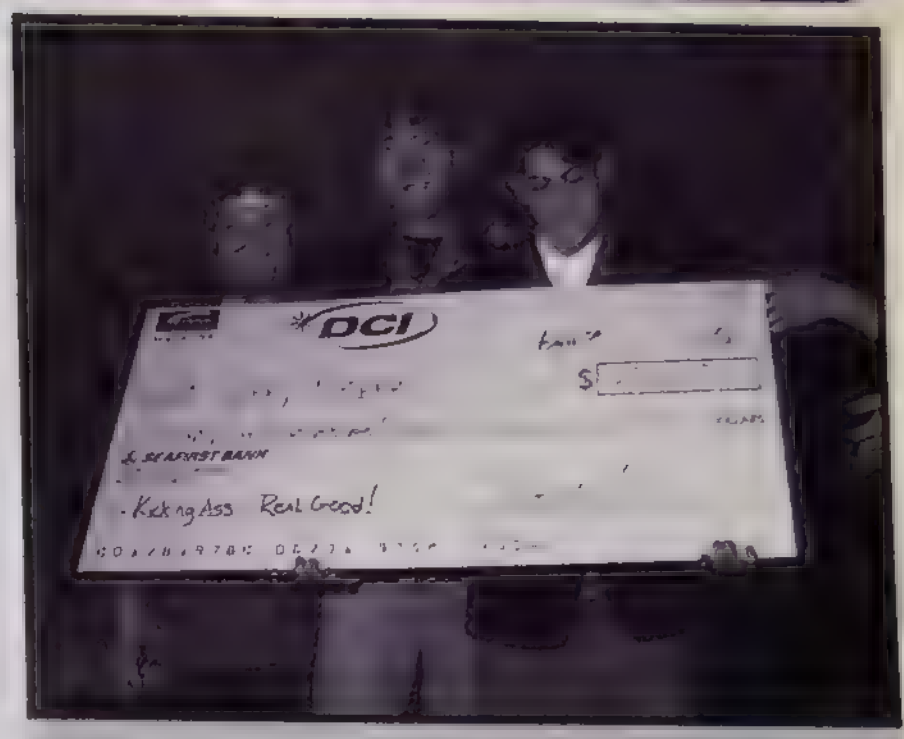
In the quarterfinals, reigning World Champion Peter Sundholm was paired against Zvi Mowshowitz, a Magic Pro Tour player who was playing a very inventive 'Mech-less deck. Many players had faced Mowshowitz unsuccessfully due to an overall lack of knowledge about how to defeat the 'Mech-less deck Sundholm, however, had actually considered playing a variant of the 'Mech-less deck at Worlds this year and had thoroughly playtested the deck beforehand, thereby knowing its weaknesses. Even with this knowledge, the match went to a full three games, and when Sundholm won Game 3, he had less than ten cards left in his Stockpile. The closeness of this quarterfinal match is also a testament to the tactical nature of the **BattleTech** TCG If Mowshowitz had not been skilled, he might have folded when faced with an opponent who knew his weaknesses, but instead, he changed his play style to fit the situation and nearly came away with the win.

—Dave Schwimmer

Terry Borer's Deck

UNITS		**RESOURCES**	
2	Cavalry	2	Black Market Connections
4	Centurion CN9-D	7	Logistics
6	Cyrano	3	Politics
6	Hussar	2	Tactics
1	Lightning	1	Think Tank
6	Nightsky NGS-4S	5	War Funds
COMMANDS/MISSIONS		**SIDEBOARD**	
1	Command Circuit	2	Aerospace Fighter Mission
4	Hidden Reserves	3	ComGuard Response Team
1	Melissa Steiner Davion	1	Creative Terraforming
6	Sandhurst Royal Military Academy	1	Financial Collapse
3	Treachery!	1	Unlikely Love Affair

World Champion Terry Borer



After nineteen hours of play and countless hours of playtesting, two good friends from Ontario, Canada sat atop the heap of players in the 1998 **BattleTech** World Championships. Those players—Terry Borer and Shiu-Yik Au—had been there before. Borer was the finalist in last year's **BattleTech** World Championships and Au came in third place. In all, the Top 3 finishers from last year remained the same, though rearranged, this year.

This year's World Champion, Terry Borer, is a twenty-year-old Magic Pro Tour player from Ontario. His play style is meticulous and demands his opponents pay as much attention to the details as he does if they want to win. It was clear that Borer refined his playing style, self-described as aggressive and tricky over the last year. He played a deck that had been popular over the last year, but didn't seem to be prevalent at Worlds this year. That deck, based around the card Sandhurst Royal Military Academy (SRMA), uses relatively small units that are difficult to block and then "pumps" them up using SRMA.

Borer explained, "I figured that I'd end up facing Peter (Sundholm) again this year. So I took a gamble that he'd be playing a similar deck to last year, and built one to beat it."

Though he never did end up playing Sundholm this year, Borer did see his deck. The night before the finals Borer expressed his concern: "Peter's made some interesting modifications to his deck. From what I've seen, I think that his deck has the best chance of beating mine if we end up paired together."

Sundholm ended up being paired against Borer's friend Shiu-Yik Au, also from Toronto, in the semifinals. Au and Borer played nearly identical decks, and Au would prove to be a good test of Sundholm's deck. In the end, it took only two games for Au to defeat Sundholm, so Sundholm would never face Borer at all.

All of the Top 3 players are college-educated in math and/or science. Borer, as mentioned above, is working towards an engineering degree. Au, who attends Columbia University, is majoring in mathematics. Sundholm, who graduated from the Evergreen College in Olympia, Washington, holds a degree in computer science. All three describe their play styles as aggressive or fast, and all three are excellent tacticians. So it comes as no surprise that they again sit atop the heap of the best players in the world for the second consecutive year.

All three of the top competitors believed the competition could have easily gone the way it did last year, with Sundholm finishing on top. It also could have finished very differently, with Au coming all the way from third place last year to first place this year. One thing is certain: they all plan on being here again next year.

—Dave Schwimmer

July 26–27, 1998

Asia Pacific championship

Tokyo, Japan

Top 64 Final Standings

1	Nakamura, Satoshi	Japan	17	Tsukamoto, Toshiki	Japan	33	Maki, Koichiro	Japan	49	Indra	Indonesia
2	Kiyoshi, Sasanuma	Japan	18	Hung, Wong Chun	Hong Kong	34	Ishii, Yoshikazu	Japan	50	Ittoku, Tanaka	Japan
3	Ishida, Itaru	Japan	19	Hsu, Arie	Taiwan	35	Yuichi, Taguchi	Japan	51	Adelfin, Richard	Philippines
4	Kim, Ju-Neon	S. Korea	20	Nobushita, Jun	Japan	36	Kenichi, Komiya	Japan	52	Santoso, Andersson	Philippines
5	Eisaku, Itadani	Japan	21	Ho, Reid	Australia	37	Chang, Jesse	Taiwan	53	Yaneza, Richard	Philippines
6	Lau, Sam	Singapore	22	Gonzales, Felix	Philippines	38	Weng Kwong, Au Yong	Malaysia	54	Ward, Sam	Australia
7	Matsuo, Goro	Japan	23	Tsai, Yuan Shiu	Taiwan	39	Ryohei, Ohashi	Japan	55	Okamoto, Jin	Japan
8	Tang, Autrijus	Taiwan	24	Fujita, Kenichi	Japan	40	Russell, Nathan	Australia	56	Whitty, Mike	New Zealand
9	Miura, Kentaro	Japan	25	Fujita, Osamu	Japan	41	Kim, Ji-Hun	S. Korea	57	Jung, Heung-Jin	S. Korea
10	Douyama, Tsuyoshi	Japan	26	Williams, Darren	Australia	42	Oliver	Indonesia	58	Lee, Sang-Sock	S. Korea
11	Watanabe, Hiroshi	Japan	27	Chu, Joneal	Philippines	43	Collins, Lenny	Australia	59	Takuichi, Hamo	Japan
12	Campbell, Stephen	Australia	28	Sy, Teddy	Philippines	44	Wong, Doctor	Taiwan	60	Manabu, Fukuoka	Japan
13	Kazuyuki, Momose	Japan	29	Ando, Reiji	Japan	45	Maruyama, Takaaki	Japan	61	Yee, Ooi Soon	Malaysia
14	Doecke, Michael	Australia	30	Lagman Sy, Lawrence	Philippines	46	Sheppard, Craig	Australia	62	Chi Fai, Ng	Hong Kong
15	Ibamoto, Masami	Japan	31	Leong, Ding Yuan Akuma	Singapore	47	Ng, Hon Yuen	Hong Kong	63	Kimihiro, Fujino	Japan
16	Yoshitaka, Yamamura	Japan	32	Tiew Ming Han, David	Malaysia	48	Hou, Yap Kok	Malaysia	64	Kentaro, Ogino	Japan

Tournament news

events by state For October

State	Store	Number of Events	City	Phone
AB	Unavailable	1	Edmonton	403-483-2669
AB	Comic Connection	2	Ft McMurray	403-791-0770
AK	Bocco's Eagle River	1	Eagle River	907-688-2651
AK	University of Alaska Fairbanks	1	Fairbanks	907-479-3132
AL	Unavailable	1	Birmingham	256-880-3726
AL	Player 2 Hobbyzone	4	Huntsville	256-532-2222
AL	Bull N Claw	13	Pelham	205-985-7070
AL	Player-2 Scottsboro	1	Scottsboro	256-259-2222
AR	Stylish Expression	5	Fayetteville	501-444-0707
AR	Hawghead Comics	5	Fort Smith	501-783-6008
AR	The Game Room	5	Little Rock	501-661-0870
AR	Warp Drive Comics & Cards	2	Sherwood	501-834-1157
AZ	Little Shop of Magic	1	Flagstaff	520-774-3546
AZ	Mako's House of Cards	5	Holbrook	520-524-6384
AZ	Wizard's Tower	8	Mesa	602-962-0151
AZ	Sports Cards II	19	Phoenix	602-930-9149
AZ	Yavapai College	1	Prescott	520-541-0379
AZ	Arizona Collectors Paradise	19	Scottsdale	602-970-6744
AZ	Border's Books and Music	6	Tucson	520-292-1331
BC	Game Time	2	Burnaby	604-526-4263
BC	Unavailable	1	Vancouver	604-521-4471
CA	Magic Sports Cards Co #2	5	Alhambra	626-289-3128
CA	Rosso's Books	1	Bakersfield	805-669-4686
CA	Bat Comics	2	Chico	916-898-0650
CA	Area 51	4	Fresno	209-222-5301
CA	Dark Star Comics & Games	4	Huntington Beach	714-965-1751
CA	The Other Guy's Cards & Comics	5	Lancaster	805-723-3999
CA	Thunder & Lightning	6	Los Angeles	213-341-5610
CA	Unavailable	1	Los Angeles	714-444-4566
CA	Manhattan Heights Community Center	2	Manhattan Beach	310-545-5621
CA	Neutral Ground	1	Mountain View	650-947-0398
CA	The Sum Of	17	N Hollywood	818-763-4748
CA	Art's Place	2	Redding	530-221-2548
CA	Ani-comics	5	San Bernadino	909-883-4461
CA	Artifex	15	San Diego	619-487-0589
CA	Game Empire	4	San Diego	619-574-6740
CA	The Balboa Club	4	San Diego	619-239-7166
CA	Unavailable	2	San Francisco	650-947-0398
CA	Ace Computers & Games	4	Santa Rosa	707-575-5797
CA	Castle Games	4	Santa Rosa	707-579-9363
CO	Enchanted Grounds	14	Aurora	303-750-4133
CO	The Light Side	20	Denver	303-984-2790
CO	Earthfire Inc**	8	Glenwood Springs	970-928-7303
CO	DI's Cards	21	Lakewood	303-233-3398
CO	Amazing Fantasy	5	Littleton	303-933-4604
CO	The Comic Store	2	Westminster	303-426-0768
CT	Fun & Games	4	E Windsor	860-623-6916
CT	The Grid	4	Manchester	860-645-9006
CT	Batmoon's Barnacle	14	Milford	203-783-1630
CT	J & D's Sports and Comics Connection	5	Pawcatuck	860-599-4522
CT	Dimensional Facts	2	Vernon	860-872-0103
CT	Dragon's Lair	4	W Hartford	860-231-1915
DE	Unavailable	1	Wilmington	302-881-3530
DE	Days of Knights	2	Newark	302-366-0963
DE	Between Books	1	Wilmington	302-798-3378
FL	The Flight Deck	1	Ft Lauderdale	954-262-7289
FL	Pay City	4	Jacksonville	904-448-5304
FL	Giant Comic Book Warehouse	6	Longwood	407-695-1853
FL	Lizards on Ice	4	Miami	305-387-1414
FL	Comic Warehouse	5	Naples	941-643-1020
FL	Unavailable	1	Orlando	770-753-0030
FL	Asgard Cards and Comics	5	Parker	850-871-9399
FL	Garden of Earthly Delights	1	Philadelphia	407-240-7882
FL	Ramada Limited	13	Sarasota	941-748-5675
GA	The War Zone	53	Apharetta	770-753-0030
GA	Outer Limit Comics	3	Centerville	912-953-7857
GA	The Comic Company	2	Decatur	404-248-9846
GA	Colossal Comics & Games	14	Marietta	770-578-1112
GA	K & B Sportscards	1	Peachtree City	770-486-1707
GA	Coastal Sportscards	2	Savannah	912-692-0016
HI	Makah Community Center	1	Honolulu	808-947-3322
IA	Mayhem Collectibles DSM	4	Des Moines	515-271-8104
IA	The Dungeon	5	Dubuque	319-583-9731
IA	Unavailable	1	Iowa City	319-338-0086
IA	Krantz Hobby	4	Sioux City	712-276-7079
IA	Comic Pitt	2	Waterloo	319-233-5818
IL	Elsewhere Comics	1	Blue Island	708-489-1454
IL	Castle Perilous	5	Carbondale	618-529-5317
IL	Mount Greenwood Library	1	Chicago	773-228-9156
IL	Unavailable	1	Chicago	877-853-4466
IL	Gateway Center	9	Collinsville	618-345-8998
IL	Northern Lights Bookstore	1	Dekalb	815-756-6668
IL	Goblin Games	12	Des Plains	847-298-2278
IL	Metro East Games	3	Edwardsville	618-656-2681
IL	Amazing Fantasy Books and Comics	8	Frankfort	815-469-5092
IL	Beyond Reality	1	Geneva	630-232-1515
IL	Pastimes	2	Glenview	847-724-9636
IL	The Keep	2	Harrisburg	618-253-8217
IL	New Fiction House	5	Homewood	708-206-1330
IL	On the Square	7	Jacksonville	217-245-0306
IL	Metropolis Lasare	1	Lasalle	815-223-9433
IL	Fantasy Cards II Comics	1	Naperville	630-778-1144
IL	Darrell's Game Room	4	Sterling	815-622-2810
IN	The Gatehouse	10	Fishers	317 578-3459
IN	Game Preserve	1	Indianapolis	317-571-9110
IN	Unavailable	1	Indianapolis	317-773-1287
IN	Excalibur Comics	1	Portage	219-762-0849
IN	The 10th Planet	1	Schererville	219-322-2902
IN	Wargmaster	10	Washington	812-254-2710
KS	Wildcat Cards	26	Manhattan	785-587-1977
KS	Collector's Cache	14	Overland Park	913 648 0446
KS	The Battlezone	13	Overland Park	913-492-6363
KS	Homerun Sportscards	8	Shawnee	913-962-4348
KS	Unavailable	1	Wichita	316-946-1055
KY	Giovanni's Pizza	1	Ashland	606-834-9099
KY	Ramada Inn	2	Bowling Green	502-793-9886
KY	7 Towers	2	Danville	606-238-7737
KY	Labyrinth	8	Flatwoods	606-834-9099
KY	Book & Music Exchange	4	Louisville	502-969-4403
KY	Adventure Cards & Comics	5	Radcliff	502-352-2467
LA	Tom's Triple Play	4	Bossier	318-747-6153
LA	Cajun R/C Hobby	9	Lafayette	318-948-6270
LA	Legends	5	Shreveport	318-687-6153
MA	Amesbury Comics	10	Amesbury	978-388-6800
MA	Unavailable	2	Boston	617-666-5799
MA	Video Connection	7	Framingham	508-620-6010
MA	Lenox Sports Cards & Gaming	10	Lenox	413-637-3243
MA	Malden Flea Market1	9	Malden	617-387-4190
MA	Gamer's Guild	5	Milford	508-473-0821
MA	TJ Collectibles	5	Milford	508-473-5874
MA	Your Move Games	18	Somerville	617-666-5799
MA	Dragon's Lair East	22	Worcester	508-752-6862
MB	Prairie Book & Novelty	1	Winnipeg	204-339-2582
MD	Action Corner	8	Annapolis	410-269-0071
MD	Alliance Comics	3	Baltimore	410-276-4495
MD	Another Universe	4	Baltimore	410-931-2900
MD	Alliance Comics	2	Bowie	301-352-4322
MD	Legends Hobby Shop	10	Towson	410-496-1742
MI	Campus Collectibles	5	Ann Arbor	734-633-6646
MI	TLC	4	Augusta	616-731-4660
MI	Unavailable	1	Detroit	810-774-6137
MI	Dreamer's Sportscards & More	5	Harrison	517-539-7256
MI	Major League Sportscards and Comics	1	Lansing	517-321-0068
MI	Central Michigan University	1	Mt Pleasant	517-539-7256
MI	Magical Lizard	10	Pinckney	313-878-2988
MI	BDC Sports Cards	19	Shelby Township	810-997-6994
MN	First & 10	10	Inver Grove Heights	612-457-5948
MN	Player's Inn	4	Mankato	507-344-8820
MN	KG's Cards & CD's	4	St Cloud	320-202-1143
MN	Dreamer's Sportscards & More	13	St Louis Park	612-938-8163
MN	Unavailable	1	St Paul	877-853-4466
MO	Jester Match	4	Desloge	573-431-2346
MO	Collector's Clubhouse CCC	2	Kansas City	816-455-8800
MO	The Fantasy Shop	1	St Charles	314-947-8330
MO	Gathering Ground	15	St Louis	314-770-0022
MO	Unavailable	1	St Louis	877-853-4466
MS	MR Dye Public Library	2	Hornlake	601-893-5053
MS	Gun Dog Comics	3	Starkville	601-324-2808
MS	Gun Dog Comics	2	Tupelo	601-742-7624
NC	Strike Zone Pack Wars	14	Asheville	704-251-2988
NC	Unavailable	1	High Point	336-889-9900
NC	Fanboy Comics & Cards	10	Wilmington	910-452-7878
ND	Paradox Comics-N-Cards	2	Fargo	701-239-9505
ND	Classic Cards & Comics	5	Grand Forks	701-795-8595
NE	Hobbytown USA	3	Lincoln	402-434-5056
NF	Thompson Student Center	2	St John's	709-364-4616
NH	Capital City Diner	1	Concord	603-224-1662
NH	The Game Zone	6	Dover	603-749-2242
NJ	Picatinny Arsenal	1	Dover	973-361-4468
NJ	Unavailable	2	Edison	212-633-6320
NJ	Game Master	13	Fairlawn	201-796-7377
NJ	Quality Inn Hotel	2	Somerset	732-469-5050
NM	Wargames West	4	Albuquerque	505-265-6100
NM	Unavailable	1	Albuquerque	505-265-6100
NS	Dalhousie University SUB	3	Halifax	902-423-5353
NV	Ground Zero	9	Las Vegas	702-256-6161
NY	Flights of Fantasy	11	Albany	518-433-8803
NY	Flight Into Fantasy Bookstore	5	Buffalo	716-826-5854
NY	Step Into the Spirit	2	Flushing	718-969-6336
NY	Fat Cat Books	1	Johnson City	607-797-9111
NY	Golden Memories Comics	3	Mastic	516-281-0554
NY	Neutral Ground	40	New York	212-633-1288
NY	Unavailable	1	New York	212-633-6320
NY	Mind Games	8	Oneida	315-363-2448
NY	The Abyss	5	Oneonta	607-436-9289
NY	Fantastic Planet	1	Plattsburgh	518-563-2946
NY	Boldo's Armory	18	Rochester	716-271-3880
NY	Millennium Games & Hobbies	9	Rochester	716-427-2190
NY	Ramada Inn	6	Schenectady	518-842-7657
NY	Twilight Book & Game Emporium	11	Syracuse	315-471-3139
NY	Aquaiona Comics, Cards & More**	5	Troy	518-271-1069
NY	Mark's Comics & Collectibles	4	Valley Stream	516-872-5919
NY	Game Depot	1	Wantagh	516-221-9337
OH	Unavailable	2	Akron	330-922-4263
OH	Athens Bookstore-Gamer's Paradise	5	Athens	800-5924865
OH	The Soldiery	5	Columbus	614-26-71957
OH	Unavailable	1	Columbus	800-52-93976
OH	The Game Trader	8	Cuyahoga Falls	330-92-24263
OH	Dragon's Lair Comics & Collectibles	1	Ironton	740-53-24167
OH	Star Collectors	5	Mansfield	419-52-26486
OH	Unique Stuff/Ahzz's Arena	5	Massillon	330-83-24500
OH	Traders World	2	Monroe	513-52-07162
OH	Reality Recess	27	N Olmstead	440-77-97008
OH	Compendium Collectibles	19	Rocky River	440-89-51224
OH	The Locker Room	4	Springfield	937-34-21112
OH	The Emerald Castle	2	St Marys	419-39-40512
OH	Unavailable	3	Toledo	800-52-93976
OH	The Floor Show	4	Wellston	614-38-43061
OK	Holiday Inn Express	1	Oklahoma City	405-691-0509
OK	Ivory and Steel	4	Stillwater	405-372-3905
OK	Jester's Games	5	Tulsa	918-664-6617
ON	Bayfield Collectibles	4	Barrie	705-734-3901
ON	Gamemaster's Emporium	1	Chatham	519-358-1441
ON	Action-Packed Comics	2	Kingston	613-547-5730
ON	The Wizard's Challenge	5	Midland	705-549-8057
ON	Comic Express	9	Milton	905 875-2226
ON	Unavailable	9	Ottawa	613-569-3317
ON	Eagle Comics	1	Sm ths Falls	613 284-0197
ON	Unava lable	1	Toronto	905 524-5725
OR	Gambit Games	5	Bend	541-330 8196
OR	Legends of the Game	4	Corvallis	541-754-6995
OR	Portland Coummunity College	5	Portland	503-245-4101
OR	Boderland's	2	Salem	503-399-3507
PA	Invinity Unlimited	2	Ambler	215 319 3050
PA	Community Library	1	Castle Shannon	412 531 8833
PA	Time Tunnel	1	Cast e Shannon	412-531 8833
PA	Citadel	1	Erie	814-456-2442
PA	Legends Sportscards	1	Mt Lebanon	412-341-4340
PA	Plymouth Township Community Center	4	Norristown	610-277-6494
PA	Garden of Earthly Delights	13	Philadelphia	215-288-6699
PA	Collector's World	1	Pittsburgh	412-366-9227
PA	Game Masters	2	Pittsburgh	412-367-4414
PA	Holiday Inn Select	12	Pittsburgh	412 621-0174
PA	ACME Hobby Co	1	Versailles	412 754 2656
QC	L'Abime	9	Lorreval	514 677-7399
QC	Absolom Technologies	12	Montreal	514-389-4058
QC	Le Top	5	Montreal	514-273-3123
QC	Le Fou du Roi	2	Rimouski	418-721-3069

Tournament news cont.

events by state For October

State	Store	Number of Events	City	Phone
RI	Rah Coco's	2	Providence	401-861-3221
SC	Green Dragon, Inc**	1	N Charleston	803-797-2052
SC	Green Dragon, Inc.**	1	North Charleston	803-797-2052
SD	Dragon's Den	2	Sioux Falls	605-361-4143
TN	Mr Wayne's	4	Bristol	423-764-1720
TN	American Comics & Cards	5	Chattanooga	423-490-0601
TN	Outer Limits Comics	2	Franklin	615-790-2512
TN	A. B. Tales	2	Hendersonville	615-826-0705
TN	H & K Hobby Shop	5	Jefferson	423-475-1866
TN	Gamemasters	1	Memphis	901-757-3004
TN	Collector's World	5	Nashville	615-385-8130
TN	Mighty Mix	2	Nashville	615-868-1222
TN	The Barony	20	Oak Ridge	423-482-4882
TX	Texas Game Company	2	Allen	972-390-9667
TX	Sul Ross State University	4	Alpine	915-837-3252
TX	Games Galore	12	Arlington	817-461-4763
TX	Unavailable	8	Austin	713-680-1870
TX	Gamer's Guild	19	Corpus Christi	512-992-2832
TX	The Dug Out Sports Cards	1	Corpus Christi	512-851-9067
TX	Sunrise Games and Comics	11	El Paso	915-757-0700
TX	Cosmic Comics	4	Grand Prairie	972-264-9617
TX	Book Browser	26	Houston	713-680-1870
TX	Midnight Comics and Games	5	Houston	281-293-0220
TX	Strike Zone	5	Houston	281-484-7875
TX	Unavailable	7	Houston	713-467-6417
TX	Unavailable	9	Houston	713-680-1870
TX	Mad Hatter's House of Games	10	Lubbock	810-763-4054
TX	Unavailable	6	Lubbock	810-763-4054
TX	Greenland Cards & Comics	30	Lufkin	409-639-6244
TX	Astral Castle	4	Midland	915-520-6463
TX	Green Cheese	5	Orange	409-886-0004
TX	Rama Llama Comics	9	Plano	972-516-3212
TX	Wizards Quest	4	Round Rock	512-255-3747
TX	Big Bob's Comics	1	Sherman	903-813-0508
UT	Games People Play	5	Orem	801-226-1240
UT	Unavailable	1	Salt Lake City	801-968-6365
UT	Mind Games	4	W Valley	801-968-6365
VA	Game Parlor	16	Chantilly	703-803-3114
VA	Painted Visions Comics	1	Dale City	703-730-8457
VA	Little Wars	5	Fairfax	703-352-9222
VA	Rockledge Mansion	3	Occoquan	703-497-2210
VA	Unavailable	1	Richmond	770-753-0030
VA	Star City Comics & Games	21	Roanoke	540-362-4400
WA	Wizards of the Coast Crossroads	13	Bellevue	425-747-6288
WA	Wizards of the Coast Crossroads	24	Seattle	206-675-1608
WA	The Wizard's Realm	5	Spokane	509-489-2418
WI	Rockhead's	4	Kenosha	414-652-0149
WI	Unavailable	1	Madison	877-853-4466
WV	Ogre's Lair Cards & Games	3	Charleston	304-343-8633

Arena Store List by state

Magic Connection	Calgary, AB	403-248-9033
Beyond Fantasy The Comic Store	Edmonton, AB	403-483-2669
Mission, Fun & Games	St Albert, AB	403-459-1021
Bosco's	Anchorage, AK	907-274-4112
Collector's Hideaway	Juneau, AK	907 463 4807
Gateway Games	Ketchikan, AK	907-225-4263
Lion And The Unicorn	Hoover, Al	205-823-1118
Dr Bob's Game Shop	Huntsville, AL	205-880-3726
Visions Cards And Games	Montgomery, Al	334-288 3300
Half Time	Cabot, AR	501-843-1232
Gallery Of Champion Cards	Fayetteville, AR	501-444-0707
Hawghead Comics	Fort Smith, AR	501-783-6008
J C's Card Shop	Glenwood, AR	
The Game Room	Little Rock, AR	501-661-0870
Warp Drive	Sherwood, AR	501-834-1167
The Main Event	Casa Grande, AZ	520-836-7343
Little Shop Of Magic	Flagstaff, AZ	520-774-3546
Mojo's House Of Cards	Holbrook, AZ	520-524-6384
Game Depot #2	Phoenix, AZ	602-704-1212
Hobbytown Usa	Phoenix, AZ	602-598-5282
Sports Cards It	Phoenix, AZ	602-930-9149
Air Wear	Sedona, AZ	520-282-0675
Pyramid Comics & Games	Sierra Vista, AZ	520-458-2786
The Game Depot	Tempe, AZ	602-966-4727
Hardcastle Cards &Games	Tucson, AZ	520-790-2246
Fascination Street	100 Mile House, BC	250-395-1133
Game Time Hobbies	Burnaby, BC	604-526-4263
Mishra's Game Factory	Burnaby, BC	604-521-4471
Encore Video Games	Coquitlam, BC	604 942 4441
Up-Start Comics & Games	Nanaimo, BC	604-741-0101
Perfect Game	Saugus, BC	
Lucky's Cards And Comics	Vancouver, BC	604-875-9858
Court Jesters	Alhambra, CA	626-284-2607
Magic Sports Cards #2	Alhambra, CA	626-289-3128
The Gathering	Aliso Viejo, CA	714-770-2156
Darkside Comics	Bakersfield, CA	805-833-2773
Games Of Berkeley	Berkeley, CA	510-540-7822
Baseball Cards Unlimited	Cameron Park, CA	916-677-8620
Collector's Paradise	Canoga Park, CA	818-999-9455
We Be Games	Chatsworth, CA	818-886-4763
Bat Comics	Chico, CA	916-898-0550
Superstars	Cupertino, CA	408 777-8277
All Star Games	Diamond Bar, CA	909-598-4700
J & B Sportscards	Escondido, CA	760-432 8931
Area 51	Fresno, CA	209-222-5301
Dark Star Comics	Huntington Beach, CA	714-965-1751
Clubhouse Sports Cards	Indio, CA	760-347-6390
All Star Baseball	Los Angeles, CA	310-652-2904
Thunder & Lightning Cards	Los Angeles, CA	213-341-5610
Comic Dreams	Manteca, CA	209-823-7393
World Of Comics	Manteca, CA	209-824-2775
TSK Comics, Cards & Collectibles	Montrose , CA	818-248 9828
Legends of the Game	Morgan Hill, CA	408-776-0725
Chrystel's - The Blue Mage	Palm Springs, CA	760-322-1347
The Game Zone	Pasadena, CA	818-304-2617
The Comic Bizaare	Rancho Cordova, CA	916-369-0209
ABC Collectible Cards	Sacramento, CA	916-344-8222
Better Games	Sacramento, CA	916-922-1025
Star Cards & Collectibles	Salinas, CA	
Ballpark Sports Cards	San Francisco, CA	415-759 5763
[illegible]	San Gabriel, CA	[illegible]
[illegible]	San Jose, CA	[illegible]
East Bay Books	[illegible]	[illegible]
Santa Monica Skateboards	Santa Monica, CA	[illegible]
Art Computers And Games	Santa Rosa, CA	[illegible]
Clark's Trading Comics & Cards	Santa Rosa, CA	[illegible]
Bleacher Bums	Sherman Oaks, CA	[illegible]
A Hidden Fortress	Simi Valley, CA	[illegible]
Hot Comics II	Simi Valley, CA	[illegible]
Conejo Sports Cards	Thousand Oaks, CA	[illegible]
[illegible]	Torrance, CA	[illegible]
Third Planet	Torrance, CA	[illegible]
[illegible]	Ukiah, CA	[illegible]
Gateway City Comics	[illegible]	[illegible]
Q & R Sportcards & Comics	[illegible]	[illegible]
Movie Bazaar	[illegible]	[illegible]
Books & More	[illegible]	[illegible]
Gotham City Comics	[illegible]	[illegible]
The Light Side	Colorado Springs, CO	[illegible]
Imagination Unlimited	Denver, CO	[illegible]
Game Lair	[illegible]	[illegible]
Fun & Games	[illegible]	[illegible]
The Grid	East Windsor, CT	[illegible]
J & B's Sports Connection	Manchester, CT	[illegible]
Unnecessary Tactics	Portland, CT	[illegible]
Dragon's Lair	Vernon, CT	[illegible]
War and Pieces	West Hartford, CT	[illegible]
Days Of Knights, The	West Hartford, CT	[illegible]
Between Books	Newark, DE	[illegible]
Lost Realms	Wilmington, DE	[illegible]
Cosmic Games	Boca Raton, FL	[illegible]
Calypso Cards	[illegible]	[illegible]
Grant Comic Book Warehouse	[illegible]	[illegible]
Books a Million - Merritt Island	[illegible]	[illegible]
Comic Warehouse Inc	[illegible]	[illegible]
Sci Fi City	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
Asgard Cards & Comics	[illegible]	[illegible]
Steck's Cyber House & Gamery	Pinellas Park, FL	[illegible]
Emerald City Comics - Seminole	Seminole, FL	[illegible]
Bourbon Street Comics Inc	Tampa, FL	[illegible]
Cyber Dragon	Vero Beach, FL	[illegible]
[illegible]	W Palm Beach, FL	[illegible]
Neutral Ground - Atlanta	Alpharetta, GA	[illegible]
The Fantasy Zone Inc	Athens, GA	[illegible]
Outer Limit Comics	Centerville, GA	[illegible]
Bunjee's Books And Comics	Gr Mall, GA	[illegible]
De Nos	Marietta, GA	[illegible]
The Star Room	Norcross, GA	[illegible]
K & B Sports Cards	Peach Tree City, GA	[illegible]
Titan Games And Comics 3	Smyrna, GA	[illegible]
The Dragon s Horde	Stone Mountain, GA	[illegible]
Other Realms	[illegible]	[illegible]
Handled With Care	Burlington, IA	[illegible]
Comics Plus Games	Clive, IA	[illegible]
Dragon Fire Comics	Clive, IA	[illegible]
Legends Games and Hobbies	Coralville, IA	[illegible]
Comic World - Dubuque	Dubuque, IA	[illegible]
Spud's Emporium Of Comics & Games	Ottumwa, IA	[illegible]
Magic Dragon Comics & Games	Rock Island, IL	[illegible]
Somerville Entertainment	[illegible]	[illegible]
Beckmon's Cards	[illegible]	[illegible]
Bowman Cards	[illegible]	[illegible]
Book Brothers	[illegible]	[illegible]
Bear Production	[illegible]	[illegible]
The Collector's Image Inc.	[illegible]	[illegible]
Dizzy Dugout	[illegible]	[illegible]
Allyson's Sportscards	[illegible]	[illegible]
Bc Collectibles	[illegible]	[illegible]
A.F. Books And Comics	[illegible]	[illegible]
Beyond Reality	[illegible]	[illegible]
New Fiction House	Homewood, IL	[illegible]
On the Square	[illegible]	[illegible]
Crazy Eddies Comics 2	[illegible]	[illegible]
Metropolis Comics-La Salle	[illegible]	[illegible]
William A. Smith Coins & Cards	[illegible]	[illegible]
Jeff's Corner	[illegible]	[illegible]
3D House Of Games	[illegible]	[illegible]
Galaxy Cards & Comics	[illegible]	[illegible]
The Blue Heron	[illegible]	[illegible]
Main Street Music	[illegible]	[illegible]
Comic Quest	[illegible]	[illegible]
Wizard's Games & Books	[illegible]	[illegible]
Big League Baseball Cards Supp	[illegible]	[illegible]
Galactic Games	[illegible]	[illegible]
The Goal Line	[illegible]	[illegible]
Clem's Collectibles	[illegible]	[illegible]
The Collector's Box	[illegible]	[illegible]
Collectors Cove	[illegible]	[illegible]
Downtown Comics	[illegible]	[illegible]
In Your Face Comics	[illegible]	[illegible]
Realm of Dreams	[illegible]	[illegible]
Cryptic Comics	[illegible]	[illegible]
Castle Comics	[illegible]	[illegible]
The Game Preserve	[illegible]	[illegible]
Wizard's Keep	[illegible]	[illegible]
Crazy Eddie's Comics 1	[illegible]	[illegible]
Excalibur Comics	[illegible]	[illegible]
3rd Place Comics & Cards	[illegible]	[illegible]
The Tenth Planet	[illegible]	[illegible]
Fantasy Games & Cards	[illegible]	[illegible]
Game Closet	[illegible]	[illegible]
Galactic Greg s	[illegible]	[illegible]
Plains Walker	Rainier Springs, OR	[illegible]
Fisher's Variety	[illegible]	[illegible]
Dream Catcher's	[illegible]	[illegible]
Tabletop Game and Hobby	[illegible]	[illegible]
Wildcat Cards	Manhattan, KS	[illegible]
Collectors Pair Of Dice	[illegible]	[illegible]
The Arena - Salina	[illegible]	[illegible]
The Gatekeeper	Topeka, KS	[illegible]
Gamer s Guild Inc	Wichita, KS	[illegible]
The Labyrinth	[illegible]	[illegible]
Heroes Comics	[illegible]	[illegible]
Scholars	[illegible]	[illegible]
Video Connection	[illegible]	[illegible]
Atomic Comics	[illegible]	[illegible]
Lenox Sportscards & Gaming	[illegible]	[illegible]
The Magic Guild	[illegible]	[illegible]
Sams Comic Connection	[illegible]	[illegible]
Grandmaster Games & Hobbies	[illegible]	[illegible]
Ground Zero Comics	[illegible]	[illegible]
Capeway Cards & Music	[illegible]	[illegible]
Strapped Cards Comics & Games	[illegible]	[illegible]
Most Excellent Cards & Co	[illegible]	[illegible]
The Dragons Lair - West Springfield	[illegible]	[illegible]
The Wine Stores Inc	[illegible]	[illegible]
Hoovers Sport & Non-sport Cards	[illegible]	[illegible]
Combat Enterprises	[illegible]	[illegible]
Pandora s Box	[illegible]	[illegible]
Walt's Cards	[illegible]	[illegible]
The Dugout Comics And Cards	[illegible]	[illegible]
Brandywine Comics & Games	[illegible]	[illegible]
Legends Entertainment Network	[illegible]	[illegible]
Guardian Comics 21	[illegible]	[illegible]
Pegasus Sports Cards	[illegible]	[illegible]
Comics Plus - Epworth	[illegible]	[illegible]
Eagle Hi	[illegible]	[illegible]
Campus Collectibles	[illegible]	[illegible]
T & C Cards n Comics	[illegible]	[illegible]
Pack Attack 20	[illegible]	[illegible]
The Fortress Comics & Games	[illegible]	[illegible]
Ltd Sportcards & Collectibles	[illegible]	[illegible]
Neutral Ground - Detroit	[illegible]	[illegible]

arena Store List by-state-cont.

West Michigan Sports Card Connectio	Grand Haven, MI	616-847-8418
Guildmage Gamers	Grand Rapids, MI	616-452-3088
Blue Chip Comics and Collectibles	Holland, MI	616-394-5251
Dagget's Comics	Holt, MI	517-694-6311
Backroom Bargain's Bookstorr	L'Anse, MI	906-524-7677
Merri-7 Coins	Livonia, MI	248-474-5373
Collectors Corner - Midland	Midland, MI	517-839-2060
Norm's Hobby	Mt. Pleasent, MI	517-772-1589
Campus Sportswear	Muskegon, MI	
The Arena - Muskegon	Muskegon, MI	616-773-0978
The Emporium	Newaygo, MI	616-652-2220
Galaxy Comics	Saginaw, MI	517-799-6334
Bdc Bike Sports And Game Cards	Shelby, MI	810-997-6994
Pack Shack	Southgate, MI	734-284-0550
Sibley Lumber Centers	St Clair Shores, MI	810-772-2020
Gamer's Inn	Troy, MI	248-740-7022
The Store	Waterford, MI	810-673-1880
Outer Limits/ White Cap Comics	Wyoming, MI	616-452-1348
Stadium Card & Comics	Ypsilanti, MI	734-434-0283
Red Dragon Hobby	Apple Valley, MN	612-322-4417
Outpost 2000 & Beyond	Brooklyn Park, MN	612-585-1049
Twin City Comics	Columbia Heights, MN	612-572-8768
Collector's Connection	Duluth, MN	218-722-9551
Source Comics And Games	Falcon Heights, MN	612-645-0386
First & 10 Inc	Inver Grove Heights, MN	612-457-5948
Red Dragon Central	Minneapolis, MN	612-724-2805
Sportscard & Comic Exchange	Minneapolis, MN	612-722-9066
Tri-City Sportscards & Memorbilia	Minneapolis, MN	612-490-3354
Wizards Guild, The	Owatonna, MN	507-451-4562
Mirkwood: Coffee, Comics, and Games	Richfield, MN	
KG's Cards and CD's	St. Cloud, MN	320-202-1143
Jimmy Jams	Winona, MN	507-453-0271
Branson Cards & Collectibles	Branson, MO	417-335-4330
Forbes Health Mart	Houston, MO	417-967-3345
Eddie's- The Next Generation	Kansas City, MO	816-455-5974
Ms June's	Knob Noster, MO	660-563-3770
Campus Comics & Sports	Springfield, MO	417-831-4724
Meta Games Unlimited	Springfield, MO	417-862-9114
S & S Collectibles	St. Joseph, MO	816-233-4413
Jak's	Biloxi, MS	601-435-7744
More Fun Stuff	Billings, MT	406-256-9546
Splash Page	Billings, MT	406-652-8444
Cosmic Comics - Helena	Helena, MT	406-442-8003
The Splash Page - Missoula	Missoula, MT	406-543-9944
Encore Books And More	Albemarle, NC	704-982-7546
Nexus Games	Asheville, NC	828-274-1412
Cerebral Hobbies	Chapel Hill, NC	919-929-0021
Heroes Aren't Hard To Find	Charlette, NC	704-375-7463
Collectable Cards	Charlotte, NC	704-543-7400
Dragon's Keep	Dillsboro, NC	828-586-3198
Gamer's Quest	Fayetteville, NC	910-867-3080
Phat Boy Video Games	Goldsboro, NC	919-759-2310
Grand Slam Sportscards	Jacksonville, NC	910-346-7526
Outer Banks Cards & Comics	Nags Head, NC	919-480-0077
Collector's World	New Bern, NC	919-514-4046
Games Galore - Raleigh	Raleigh, NC	919-781-4263
Fan Boy Comics & Cards	Wilmington, NC	910-452-7828
The Game Zone	Beatrice, NE	402-223-2894
Ground Zero Comics #2	Bellevue, NE	402-292-3750
Hobbytown USA #1	Lincoln, NE	402-414-5056
New Hamshire Magic Outpost	Chester, NH	603-483-2276
The Game Zone	Dover, NH	603-749-2242
Hammer's Comics	Manchester, NH	603-668-7440
Charlie's Comic Book Shop	North Conway, NH	603-356-7020
Jumpgate, the Science Fiction/Fantasy Store	Portsmouth, NH	603-430-0222
Jester's Playhouse	Cape May Ct House, NJ	609-463-8644
Gamers Realm	Cranbury, NJ	609-426-9339
Steve's Comic Relief 2	Delran, NJ	609-461-1770
Knightmare Cards & Comics	Guttenburg, NJ	201-453-0576
VJ's Card And Comic Connection	Manahawkin, NJ	609-978-8250
Comic World - Moorestown	Moorestown, NJ	609-778-4332
Comics Plus - Mount Holly	Mount Holly, NJ	609-267-6117
Comic Attitudes	New Brunswick, NJ	732-249-5558
Superhero City	Sewell, NJ	609-218-1860
That Hobby Place Inc	South Amboy, NJ	732-727-0063
Pyramid Comics & Cards	Sparta, NJ	973-729-5343
Comic Castle	Swedesborough, NJ	609-467-2324
Amazing Heroes	Union, NJ	908-687-4338
Evolution Comix	Alamagordo, NM	505-434-9350
A Collector's Dream	Farmington, NM	505-326-6448
Hidden Treasures	Las Cruces, NM	505-523-4733
Gameco	Santa Fe, NM	505-983-6037
The Next Dimension	Fallon, NV	702-423-3020
Wizards Playground	Las Vegas, NV	702-260-4924
Hit & Run Sports Collectibles & Gam	Reno, NV	702-826-0606
Flights Of Fantasy	Albany, NY	518-433-8803
The Strike Zone	Astoria, NY	718-545-1950
Sharky's Toys	Brooklyn, NY	718-921-4460
The Sports and Gaming	Camillus, NY	315-468-5516
Coyote's Den	Cinandaigua, NY	716-394-0510
The Games People Play	Elmira, NY	607-732-2299
The Dugout	Fairport, NY	716-377-1420
Larry's Comics & Cards	Jamaica, NY	718-969-3510
Collectors Inn	Kenmore, NY	716-873-8633
12th Man's Instant Replay	Little Valley, NY	716-938-9060
Golden Memories C & C	Mastic, NY	516-281-0554
The Guild	Mastic Beach, NY	516-369-3437
Killino's Card & Coin	New Hartford, NY	315-724-6000
Neutral Ground	New York, NY	212-633-1288
The Gathering - North Tonawanda	North Tonawanda, NY	716-694-0545
Grand Slam	Olean, NY	716-373-6343
The Abyss	Oneonta, NY	607-436-9289
The Gamers Bizarre	Oneonta, NY	607-431-1999
Comic Corner	Pawling, NY	914-855-1173
The Games Master	Plattsburgh, NY	518-563-8329
Music & Magic	Schenectady, NY	518-372-3310
Aquilonia Comics	Troy, NY	518-271-1069
Marks Comics And Collectibles	Valley Stream, NY	516-872-5919
Kenmore Komics & Games	Akron, OH	330-745-5530
4 Starr Comics And Cards	Bremen, OH	740- 653-9890
HobbyTown USA	Cincinatti, OH	513-697-8224
Acme Games	Cincinnati, OH	513-231-3866
Comic Book World	Cincinnati, OH	513-661-6300
Comic Town 3	Columbus, OH	614-262-5006
Midgard Comics	Columbus, OH	614-901-3963
The Guard Tower	Columbus, OH	614-538-3583
Game Trader	Cuyahoga Falls, OH	330-922-4263
Maverick's	Dayton, OH	937-294-4900
Spellbinders 2	Kent, OH	330-673-2230
Star Collectors	Mansfield, OH	419-522-6486
Future Shock	Marian, OH	
Unique Stuff	Massillon, OH	330-8324500
Comic Shop Plus	Newark, OH	740-3445471
Diversions	Newbury, OH	
Compendium Collectibles	Rocky River, OH	440-895-1224
Card Shack	Sandusky, OH	419-624-8921
Pair O' Dice	Troy, OH	937-335-0910
All American Cards & Comics	Warren, OH	330-393-3137
The Hobby Place	West Chester, OH	513-759-9900
Blue Fox	Wooster, OH	330-262-5454
Grey Knight Comics	Oklahoma City, OK	405-722-6642
Bibliotech Books And Comics	Shawnee, OK	405-275-9494
Ivory & Steel	Stillwater, OK	405-372-3905
Original Game Shop	Tulsa, OK	918-663-5525
Top Deck Games	Tulsa, OK	918-665-7529
Comic Warehouse	Brampton, ON	905-799-3509
Game Masters Emporium	Chatham, ON	519-358-1441
Sci Fi World	Concord, ON	905-738-4348
Skyfox Cards & Comics	Hamilton, ON	905-524-5725
The Comic Connection	Hamilton, ON	905-522-2357
Sportscard Den	Northbay, ON	705-497-1326
Kool Kards Heaven	Orleans, ON	613-8416-385
Fandom II	Ottawa, ON	613-2362-972
	Eagle Comics	Smiths Falls, ON 613-2840-197
	The Elder Dragon	Woodstock, ON 519-4212-354
	Rainy Day Games	Aloha, OR 503-6135-214
	What Games	Astoria, OR 503-3251-976
	His Junk/ Her Treasure	Coos Bay, OR 541-8885-690
	Legends Of The Game	Corvallis, OR 541-7546-995
	Emerald City Comics	Eugene, OR 541-3452-568
	Rising Star Comics	McMinnville, OR 503-472-1103
	Invincible Wargames	Medford, OR 541-773-4062
	Cool Moon Enterprises	North Powder, OR
	Mad Dog Comics and Gaming	Pendleton, OR 541-966-6533
	Battleground Games	Springfield, OR 541-726-8046
	Infinity Unlimited	Ambler, PA 215-619-3650
	Time Tunnel	Castle Shannon, PA 412-531-8833
	Mazz Baseball Kards	Clarks Summit, PA 717-586-2699
	Unknown Comics	Clarks Summit, PA 717-587-0836
	Gatehouse Games	Duncansville, PA 814-693-8271
	Bells Comics & Trading Cards	Grove City, PA 724-458-4081
	Comix Universe	Hanover, PA 800-325-1637
	Legends and Heroes	Harrisburg, PA
	The Gaming Center 2	Mayfield, PA 717-383-7257
	Cards Stadium West	Mechanicsburg, PA 717-737-2283
	TJ's Cards Comics & Collectibles	Monongahela, PA 724-258-8105
	Phantom Of The Attic - Monroeville	Monroeville, PA 412-856-4403
	Superior Sports Cards	Nantrona Heights, PA 724-226-2944
	Exit 13	New Kensington, PA 724-339-4414
	Comic Books 101	Oil City, PA 814-676-8379
	Gaming Center, The	Olyphant, PA 717-383-9460
	Collector's World	Pittsburgh, PA 412-366-9227
	Phantom Of The Attic	Pittsburgh, PA 412-921-6229
	La Croisade de Jeux	Cowansville, QC 450-263-2499
	L'Ami Du Collectionneur	Quebec City, QC 418-666-4942
	Magical Elves	Repentigny, QC 514-581-7256
	Wayne's Cards & Comics	Greenville, RI 401-949-0022
	Rah Coco's	Providence, RI 401-861-3221
	Spoonful Of Everything	Woonsocket, RI 401-762-8122
	Planet Comics	Anderson, SC 864-261-3578
	West Wateree Trophy	Elgin, SC 803-438-6669
	Dunlap Comics & Cards	Orangeburg, SC 803-534-3833
	The Tangled Web	Spartanburg, SC 864-574-1713
	M & T Card Company	Sumter, SC 803-775-9558
	Blackhills Magic	Rapid City, SD 605-343-5531hm
	Storyteller	Rapid City, SD
	Dragon's Den	Sioux Falls, SD 605-361-4343
	Games & Things	Clarksville, TN 931-553-0381
	Evermore Comics & Games	Elizabethton, TN 423-547-3655
	Outer Limits	Franklin, TN 615-790-2392
	AB Tales	Hendersonville, TN 615-826-0209
	The Adventure's Inn	Knoxville, TN 423-522-7557
	Game Master	Memphis, TN 901-752-3904
	Game-Master Hobbies	Murfreesboro, TN 615-896-5333
	The Barony	Oak Ridge, TN 423-482-5892
	Texas Game Co.	Allen, TX 972-390-9467
	Book Stan	Beaumont, TX 409-833-2324
	Bes Books & Comics	Bryan, TX 409-846-7412
	Grand Slam Sportscards - Pawleys Island	Carrollton, TX 972-245-7301
	House of Cards	Copparas Cove, TX 254-542-1174
	Dugout Sports Cards	Corpus Christi, TX 512-851-9902
	Gamer's Guild	Corpus Christi, TX 512-992-2832
	Keith's Books And Comics	Dallas, TX 214-827-3060
	Major Players	El Paso, TX 915-751-9210
	Battling Billy's Sportscards & Collectib	Fredericksburg, TX 210-997-0476
	Cosmic Comics	Harlingen, TX 956-428-9136
	Book Browser	Houston, TX 713-680-1870
	Intergalactic Traders Corp., Planet Earth	Houston, TX 281-955-8537
	C-n-R Collectibles	Lindale, TX 903-882-6789
	Alans	Longview, TX 903-753-0493
	Astral Castle Book & Games	Midland, TX 915-520-6463
	Green Cheese Cards & Comics	Orange, TX 409-886-0004
	Rama Llama Comics	Plano, TX 972-516-3232
	Games Unique - San Antonio	San Antonio, TX 210-651-4188
	Big Bob's Card & Comics	Sherman, TX 903-813-0508
	Heroes & Fantasies #8	Universal City, TX 210-945-4376
	The Game Closet	Waco, TX 254-751-7251
	Pegasus Loft	Wichita Falls, TX 940-692-7571
	Half Time - Clearfield	Clearfield, UT 801-779-3000
	Heroes & Hobbs	Ogden, UT 801-399-9137
	Jesters Comics	Orem, UT 801-802-0630
	Dragons Keep	Provo, UT 801-373-3482
	The Bookshelf	Roy, UT 801-731-4998
	Hastur Hobby	Salt Lake City, UT 801-467-9814
	Table Top Games	Salt Lake City, UT 801-466-5544
	Press Box Sports Cards	Sandy, UT
	Burke Center Comics	Burke, VA 703-250-5114
	Game Parlor	Chaitilly, VA 703-803-3114
	The Game Place	Charlottesville, VA 804-984-1040
	Playmore Games, Chesapeake Square Mall	Chesapeake, VA
	Atomic Comics Emporium Inc.	Hampton, VA 757-723-5003
	Bender's Books and Cards	Hampton, VA
	Imagination Station	Hampton, VA 757-766-7476
	Silver Unicorn	Hopewell, VA 804-452-1647
	Total Access Games	Mechanicsville, VA 804-559-1124
	Guild Adventure Gaming	Newport News, VA 757-877-7922
	Richmond Comix	Richmond, VA 804-330-3460
	Fantasy Escape Comics and Cards	Virginia Beach, VA 757-497-5977
	Playmore Games, Pembroke Mall	Virginia Beach, VA
	The Dagger Sheath	Virginia Beach, VA 757-631-4993
	Cinecom	Woodbridge, VA 703-680-4733
	Wizards of the Coast - Crossroads	Bellevue, WA
	Cosmic Comic	Bellingham, WA 360-734-8058
	Eagle's Games	Bellingham, WA 360-671-1913
	Cliff's Comic World	Bremerton, WA 360-405-6858
	Discordia Games	Bremerton, WA 360-415-9419
	Four Horsemen Games	Eastsound, WA 360-376-6969
	R & R Sportscards	Friday Harbor, WA 360-378-7120
	The Magic Store	Oak Harbor, WA 360-679-2923
	First Base Trading Cards	Port Orchard, WA 360-876-5193
	Wizards Of The Coast Game Center	Seattle, WA 206-675-1608
	Gorilla Bob's	Spokane, WA 509-468-3974
	Wizard's Realm	Spokane, WA 509-489-2418
	Northwest Sportscards	Tacoma, WA 253-564-5139
	Proctor's Sports Cards	Tacoma, WA 253-759-2091
	Amazing Stories Comics & Cards	Vancouver, WA 360-735-9330
	Bat Cave Cards & Comics	Vancouver, WA 360-694-4947
	Games Plus	Woodinville, WA 425-485-7295
	Chimera Hobby Shop-II	Appleton, WI 920-735-1201
	Screwball Press and Comics	Ashland, WI 715-682-5766
	Lavender Bookworm	Big Bend, WI 414-662-1051
	The Realm	Deforest, WI 608-837-5555
	Clairemont Comics	Eau Claire, WI 715-831-2112
	Mike's Card Shop	Green Lake, WI 920-294-0689
	Superheroes	Greenbay, WI 920-446-5473
	Hobby Depot	Hartford, WI 414-670-6242
	The Cyber Zone	Kenosha, WI
	C & C Collectibles	Madison, WI 608-288-1800
	Hardware & Software Solutions	Milwaukee, WI 414-671-5862
	Lost World Of Wonders	Milwaukee, WI 414-328-4651
	House Of Heroes	Oshkosh, WI 920-231-5500
	The Collectible Card Connection	Rhinelander, WI 715-362-2155
	Sheboygan Cards & Collectibles	Sheyboygan, WI 920-452-8442
	The Comic Temple	Stevens Point, WI 715-848-9239
	Adventure Games Plus	West Allis, WI 414-302-5117
	Ogre's Lair	Charleston, WV 304-343-8633
	Gateway Inc.	Morgantown, WV 304-292-3045
	The Nth Dimension	Shepherdstown, WV 304-876-2263
	Level 12	Casper, WY 307-266-5303
	Hero's Realm	Evanston, WY 307-789-7889
	Hastings	Laramie, WY

Top 100 Players by classification

Limited

	Name	City	Country	Rating
1	Jon Finkel	Fanwood	United States	2105
2	William Yap	Selangor	Malaysia	2084
3	Casey McCarrel	Lafayette	United States	2060
3	Sean Fleischman	Bronx	United States	2060
5	Ngai Kwok Hing	Unavailable	Hong Kong	2046
6	Scott Valleroy	Davenport	United States	2046
7	Brian Luyruchan	Auburn	United States	2039
7	Yubin Tao	Mountain View	United States	2039
9	James Murphy	Arlington	United States	2037
10	Andre Konstancrer	Sachmarem	Germany	2036
11	Satoshi Nakamura	Shinjuku-Ku	Japan	2033
12	Brian Ooi	Selangor	Malaysia	2032
12	Michael Long	Charlottewille	United States	2032
14	Brian Seiden	San Diego	United States	2028
15	Jonathan Becker	Alexandria	United States	2025
16	Daniel Clegg	San Francisco	United States	2022
17	David Price	Ithaca	United States	2020
18	Michael Gurney	Burnaby	Canada	2019
19	Thomas Girard	Vancouver	Canada	2015
20	David Williams	Ft. Worth	United States	2013
21	David Dewaelsche	Fishers	United States	2009
22	Trevor Blackwell	Marina	United States	2008
23	Stephen McAdams	Tacoma	United States	2006
24	Jason Opalka	Parma Heights	United States	2005
24	Dominic Crapuchettes	Altadena	United States	2005
24	Steven Shears	Whittier	United States	2005
27	Sigurd Eskeland	Jar	Norway	2004
28	Bob Maher Jr	Madison	United States	2001
28	Olle Råde	Gothenburg	Sweden	2001
30	Peter Leiher	Largo	United States	1998
31	Terry Don	San Lorenzo	United States	1997
32	Eric Jordan	Abingdon	United States	1995
32	Ryan Fuller	Burnaby	Canada	1995
32	Worth Wolpert	Chardon	United States	1995
35	Yoshikazu Ishii	Ohta-ku	Japan	1992
36	Justin Gary	N. Miami Beach	United States	1990
37	Ilya Beylin	Palo Alto	United States	1989
38	Ty Holcomb	Seattle	United States	1986
38	Chris Tuten	Indianapolis	United States	1986
40	Michael Katz	Manansas	United States	1985
41	Feming Chan	Cranbury	United States	1984
42	Gary Fortenberry	Sterling	United States	1983
43	Dale Taylor	St. Louis Park	United States	1981
43	Mark LePine	Merrimack	United States	1981
43	Randy Buehler	Pittsburgh	United States	1981
46	Brian Weissman	Palo Alto	United States	1980
47	David Parker	Rochester	United States	1979
48	Nikolai Kettemann	Durham	United States	1978
48	Charles Kornoltch	Pasadena	United States	1978
48	Cory Ferguson	New Hope	United States	1978
51	Ryan Roe	Indianapolis	United States	1970
52	Ben Rubin	San Francisco	United States	1975
52	Rudy Edwards	Fayetteville	United States	1975
52	Jason Mourgey	Waterloo	United States	1975
55	Alex Cheah Loong	Kuala Lumpur	Malaysia	1974
56	John Chinnock	Berkeley Heights	United States	1973
56	Andrew Nishioka	Chicago	United States	1973
56	Kyle Kloeckner	St. Louis	United States	1973
59	Scott Dodson	Seattle	United States	1972
59	Dennis Bentley	Rochester	United States	1972
59	David Bachmann	Linden	United States	1972
59	Adam Lemke	Jamesville	United States	1972
63	Mike Krzywicki	Kernersville	United States	1969
64	Masami Ibamoto	Shinagawa-Ku	Japan	1967
65	Brian Hacker	San Diego	United States	1966
66	Khodadad Azmoon	Sherman Oaks	United States	1965
66	Igor Frayman	Brentwood	United States	1965
66	Jamie Parke	Syracuse	United States	1965
69	Matthew Reed	Lexington	United States	1963
70	Colin Powell	Lufkin	United States	1961
71	Darwin Kastle	Allston	United States	1960
72	Lucas Hager	Camden	United States	1959
73	Koby Kennison	Gainesville	United States	1957
74	Tim Wu	Augusta	United States	1955
75	Edward Fear	Rochester	United States	1954
75	Michael Turian	Pittsburg	United States	1954
75	Mark Chalice	Claremont	United States	1954
78	Taerthrum Bluett	Fort Meyers	United States	1953
78	Alan Comer	San Marcos	United States	1953
78	Hashim Bello	Jamaica	United States	1953
81	John Slaughter	Charlottesville	United States	1952
82	Emmanuel Beltrando	Paris	France	1951
83	Justin Schneider	Baltimore	United States	1950
83	Ronny Seno	Streamwood	United States	1950
83	Riad Moussali	Phoenix	United States	1950
86	Dane Coltman	Bruce	Australia	1949
86	Patrick Callahan	Atlanta	United States	1949
88	Steven Cowley	Manassas	United States	1948
89	Steven O'Mahoney-Schwartz	Brooklyn	United States	1947
89	Donald Gallitz	Springfield	United States	1947
89	Chris Benafel	Bellevue	United States	1947
92	Cary Newburger	New York	United States	1946
92	Derek Rank	Downers Grove	United States	1946
94	Jakub Slemr	Prague	Czech Republic	1945
94	Kurt Burgner	Torrance	United States	1945
94	Thomas Guevin	Hashoa	United States	1945
97	Stephan Valkyser	Aachen	Germany	1944
97	Mark Justice	Sarasota	United States	1944
99	Jason Webster	Robbinsdale	United States	1943
99	Javier Baravito	Kent	United States	1943

Standard

	Name	City	Country	Rating
1	Brian Seiden	San Diego	United States	2113
2	Jon Finkel	Fanwood	United States	2072
3	Felix Gonzales	Manila	Philippines	2057
3	Scott Johns	Northridge	United States	2057
5	Nicholas Vergis	Shreveport	United States	2050
6	Andrew Pacifico	Middleburg	United States	2044
7	Michael Long	Charlottesville	United States	2041
8	Christoph Oleary	Lynn	United States	2038
9	William Yap	Selangor	Malaysia	2034
10	Jason Gordon	Fairfield	United States	2030
11	Kevin Khoo Giap	Petaling Jaya	Malaysia	2021
12	Glyeb Kouzmanski	Columbia	United States	2020
13	Randy Buehler	Pittsburgh	United States	2019
14	Jeremy Ruslo	Abingdon	United States	2016
14	Jamie Parke	Syracuse	United States	2016
16	John Hunka	Norton	United States	2014
17	Andrea Venturini	Monza	Italy	2011
17	Ben Rubin	San Francisco	United States	2011
19	Raphaël Levy	Toulouse	France	2008
20	Josh Raroschenbach	Shreveport	United States	2006
21	Alex Cheah Loong	Kuala Lumpur	Malaysia	2003
21	Ken Wallach	Deerfield	United States	2003
23	Rudy Edwards	Fayetteville	United States	2002
24	Brian Ooi	Selangor	Malaysia	2001
25	Peter Leiher	Largo	United States	1998
26	Sean Fleischman	Bronx	United States	1996
27	Cristino Luca	Milano	Italy	1995
28	Franck Caris	Paris	France	1994
28	Jason Opalka	Parma Heights	United States	1994
28	John Marks	Barb	United States	1994
31	Andrew Cunco	Reston	United States	1993
32	Tomi Walamies	Kauniainen	Finland	1991
32	Derek Rank	Downers Grove	United States	1991
34	Peter Radonjic	New Westminster	Canada	1990
35	Donald Gallitz	Springfield	United States	1987
35	Chris Pikula	Stamford	United States	1987
35	Roan J Glocker	West Henrietton	United States	1987
38	Erik Lauer	Pittsburgh	United States	1986
38	Michael Pustilnik	Brooklyn	United States	1986
38	David Dewaelsche	Fishers	United States	1986
41	Ukai Yasunori	Gifu	Japan	1983
41	Mark Arguijo	Taft	United States	1983
43	Taylor Buckingham	Littleton	United States	1982
43	Daniel Brichwell	Berlin	Germany	1982
43	Stanton Peay	Las Vegas	United States	1982
46	Claudio Sikorsky	Unavailable	Italy	1981
47	Aaron Amendolia	East Setauket	United States	1980
48	Loc Degrou	Chapelle DOAmenticres	France	1979
49	Adam Perry	Winnipeg	Canada	1978
50	Janosch Kuhn	Hannover	Germany	1977
50	Michael Cavey	El Paso	United States	1977
52	Jeff Donerill	Henderson	United States	1976
53	Darwin Kastle	Allston	United States	1975
54	Jason Mourgey	Waterloo	United States	1973
55	Koji Jotaki	Gifu	Japan	1972
55	William Jensen	Millis	United States	1972
55	Eric Warren	Springfield	United States	1972
55	David Price	Ithaca	United States	1972
59	Mike Bregoli	Southwick	United States	1971
60	Feming Chan	Cranbury	United States	1970
61	Patrick Callahan	Atlanta	United States	1969
62	Rodrik Clemins	Linz	Austria	1968
63	Takashi Sakai	Fukuoka	Japan	1967
63	Cary Darwin	Dallas	United States	1967
63	Eric Phillipps	Lincroft	United States	1967
66	Ronny Seno	Streamwood	United States	1966
67	Casey McCarrel	Lafayette	United States	1965
67	Bob Maher Jr.	Madison	United States	1965
67	Henry Johnson	San Luis Obispo	United States	1965
70	Nakamura Haruhiro	Haluyo	Japan	1964
70	Shane Campio	Mission Viejo	United States	1964
72	Tony Esai	Ithaca	United States	1963
72	Bryce Currence	Palos Verdes Estates	United States	1963
74	Ryan Stampke	Mildani	United States	1962
74	Andrew Howard	Lansdale	United States	1962
76	Antoine Ruel	Aubervilliers	France	1961
76	Michal Srba	Cernosice	Czech Republic	1961
76	Thorsten Febrenti	Zweibrucken	Germany	1961
76	Yannick Alessio	Cannes	France	1961
76	Nathan Pang	Memphis	United States	1961
76	Gabe Higa	Lancaster	United States	1961
76	George Wilkinson	Manchester	United States	1961
83	Shintaro Yamada	Gifu	Japan	1960
84	Pier Paolo Vaschetti	Monza Milano	Italy	1958
84	Ohashi Kazumasa	Ogaki	Japan	1958
84	My Phan	Fresno	United States	1958
87	George Hirokawa	Sao Paulo	Brazil	1957
88	Justin Rider	East Wenatchee	United States	1956
89	Kyle Bigos	Tallahassee	United States	1954
90	Thomas Keller	Scottsdale	United States	1953
90	John Yoo	Tustin	United States	1953
92	Itadani Eisaku	Okayama	Japan	1949
93	Andre Barreto	Sao Paulo	Brazil	1948
93	Justin Honold	Saint Peters	United States	1948
93	Michael Wolfenberger	Funkstown	United States	1948
93	Will Hills	Silver Lake	United States	1948
97	Raymond Lim	Unavailable	Philippines	1947
97	Paul Smith	Colorado Springs	United States	1947
97	Mike Donais	Windsor	Canada	1947
100	Stuart Ballenger	Gravesend	United Kingdom	1946
100	Benjamin Sanders	Edinburgh	United Kingdom	1946
100	Darren Williams	Ryde	Australia	1946
100	Steve Kissinger	Naples	United States	1946

Classic

	Name	City	Country	Rating
1	James Wisniewski	Buffalo	United States	2055
2	John Chinnock	Berkeley Heights	United States	2025
3	Ray De Buzaman	Chicago	United States	2011
4	John Marks	Barb	United States	1989
5	Steven Gagon	Biloxi	United States	1985
6	Peter Leiher	Largo	United States	1982
7	John Hunka	Norton	United States	1981
8	Chad Mustafa	Queens	United States	1977
9	Michael Thomas	Depew	United States	1973
10	Andrew Nishioka	Chicago	United States	1964
11	Thomas Guevin	Nashua	United States	1958
12	Matthew Peters	Lubbock	United States	1957
13	Arnold Hulmdorf	Esin	Germany	1954
14	Cy Cook	Eugene	United States	1951
15	Martin Jordan	Zagreb	Croatia (Hrvatska)	1949
16	James Escott	Roaches Line	Canada	1947
17	David Furey	Harbour Main	Canada	1934
17	Will Suvali	Upper Gullies	Canada	1934
17	Elijah Pollock	Toronto	Canada	1934
20	Matt Cain	Mesa	United States	1933
20	Jean-Louis D'Hondt	Brussels	Belgium	1933
20	Chris Viers	Cliffwood	United States	1933
23	Jeff Skurinski	Dearborn	United States	1932
24	Max Sover	Seattle	United States	1931
25	Ralph Gerwert	Rietefeld	Germany	1929
26	Bryan Stewart	Evanston	United States	1924
26	Matthew Forstner	Canastota	United States	1924
28	Jason Marks	Barberton	United States	1920
29	Jon Finkel	Fanwood	United States	1919
29	Greg Mosley	Southgate	United States	1918
31	Darwin Castle	Allston	United States	1914
32	Wayne Lawson	Sydney	Australia	1912
33	Paul Ferker	Philadelphia	United States	1910
34	Ron Van Outenbridge	Farmingville	United States	1908
35	Michael Fordham	Thompson	United States	1907
36	Martin Nowosel	North Canton	United States	1906
37	Eric Taylor	Ann Arbor	United States	1901
38	Matthew Mortensen	Tempe	United States	1894
39	Ulf Papenberg	Bielefeld	Germany	1893
40	Olumide Yc	Chico	United States	1892
41	Gabriel Tsang	Toronto	Canada	1891
42	Christopher Leather	Myrtle Beach	United States	1890
43	Sean Fleischman	Bronx	United States	1889
44	Dennis Luebkemann	Lage	Germany	1888
45	Adam Singh	Myrtle Point	United States	1887
45	Zvi Mowshowitz	New York	United States	1887
47	Chris Nassiy	Chattanooga	United States	1886
47	Brian Babell	Weston	United States	1886
47	Jeffery Lauro	Gahanna	United States	1886
50	Herman Shercnetyev	Unavailable	United States	1884
50	Mark Evans	Mt Clemens	United States	1884
52	Michel De Vos	Brussels	Belgium	1883
53	Nick Borokoski	Regina	Canada	1879
54	Anthony Hyde	Rego Park	United States	1878
55	John Siegrist	Unavailable	United States	1877
56	Alen Magdic	Unavailable	Croatia (Hrvatska)	1876
56	Kirbey McNair	Tampa	United States	1876
58	Cary Werner	Blackwood	United States	1875
59	Keith Lockhart	Barb	United States	1874
60	Roger Serino	Somerdale	United States	1873
60	Casey Shelton	Moab	United States	1873
60	Brendon Herzog	Portland	United States	1873
63	Jeff Livingston	Biloxi	United States	1872
64	Patrick Martin	St Johns	Canada	1871
64	Brian Foster	Berkeley	United States	1871
64	Sean Wolf	Tulsa	United States	1871
67	Robert Dougherty	Cambridge	United States	1870
67	John Hoffyzer	Springfield	United States	1870
67	Jason Beagdon	Old Orchard Beach	United States	1870
67	Philippe Mongeaure	Paris	France	1870
71	Chris Hernan	Clearwater	United States	1868
71	Barry Pace	Thornton	United States	1868
73	Steven O'Mahoney-Schwartz	Brooklyn	United States	1867
74	Brian Harding	Fairfield	United States	1865
75	Chris McMahon	Fremont	United States	1864
76	David Yancey	Surfside Beach	United States	1862
76	Jason Arnold	Huntsville	United States	1862
78	Rich Loud	Portsmouth	United Kingdom	1860
78	Chris Meters	Phoenix	United States	1860
80	Tom Chilton	Tucson	United States	1860
81	Scott Alan Smith	Centralia	United States	1859
81	Richard Hudson	Macclesfield	United Kingdom	1859
83	Don Mayhew	Lincoln	United States	1858
84	Rene Villeneuve	Midland	Canada	1857
84	James Zaleb	Thunder Bay	Canada	1857
84	John Slaughter	Charlottesville	United States	1857
87	Shannon Hill	Lubbock	United States	1856
88	Alan Finney	Springfield	United States	1855
88	Mark Chalice	Claremont	United States	1855
88	Warren Marsh	Nottingham	United Kingdom	1855
91	Jeremy Trumble	Keanesburg	United States	1854
91	John Thomas	Canton	United States	1854
91	Doug Tice	Steubville	United States	1854
94	John Lee	Concord	United States	1853
95	Timothy Perlicki	Mammoth	United States	1852
95	Malcolm McCarry	Glendale	United States	1852
95	Jason Gordon	Fairfield	United States	1852
98	Bobby Parten	Teresa	United States	1851
99	Ryan Miller	Bridgeworlle	United States	1850
99	Joe Weber	Quincy	United States	1850

Extended

	Name	City	Country	Rating
1	Cristino Luca	Milano	Italy	2050
2	Brian Benedict	Carpenteria	United States	1972
3	Michael Dillinger	Rossvier	United States	1937
4	Matteo Arnoni	Unavailable	Italy	1933
5	Shamjeel Jesani	Anaheim	United States	1906
6	Massimo Brunello	Unavailable	Italy	1900
7	Brian Telford	Thunder Bay	Canada	1898
8	Pier Paolo Vaschetti	Monza Milano	Italy	1890
9	Andrea Venturini	Monza	Italy	1881
10	John Hunka	Norton	United States	1877
10	Jason Mourgey	Waterloo	United States	1877
10	Aaron Cummings	Latham	United States	1877
13	Jason Simard	Winnipeg	Canada	1876
14	Brian Finnifan	Philadelphia	United States	1873
15	William Jensen	Millis	United States	1872
16	Eric Taylor	Ann Arbor	United States	1868
17	Jason Zila	Huntington Beach	United States	1866
18	Jon Finkel	Fanwood	United States	1865
19	John Marks	Barb	United States	1863
19	Ryan Fuller	Burnaby	Canada	1863
21	Taguchi Yuichi	Tokyo	Japan	1862
22	Chris Romeo	Clearwater	United States	1860
23	Santiago Guzzetti	Buenos Aires	Argentina	1858
23	Casey McCarrel	Lafayette	United States	1858
23	Lars Seriese	Trier	Germany	1858
26	Sean Fleischman	Bronx	United States	1857
27	Jeff Skurinski	Deerfield	United States	1856
28	Daniel Brickwell	Berlin	Germany	1854
28	Randy Buehler	Pittsburgh	United States	1854
28	Raphael Levy	Toulouse	France	1854
31	Bob Maher Jr.	Madison	United States	1853
32	Justin Gary	N. Miami Beach	United States	1851
33	Jason Tang	Garden Grove	United States	1849
33	Martin Brenner	Mydon	Germany	1849
35	Thorsten Febrenti	Zweibrucken	Germany	1848
36	Claudio Sikorsky	Unavailable	Italy	1847
37	Jeffery Cosgrave	Alton	United States	1846
38	Rodrigo Castro	Rio de Janeiro	Brazil	1845
39	Andrew Curley	Hicksville	United States	1842
39	Mark Kintz	Lakewood	United States	1842
41	Richard Garrett	Anaheim	United States	1840
42	Andrew Wolf	Murietta	United States	1838
43	Adrian Sullivan	Madison	United States	1836
43	Mike Bernat	Plainfield	United States	1836
45	Preston Pfeiffer	Long Beach	United States	1835
46	Paul Smith	Colorado Springs	United States	1834
47	Giovanni Galiazo	Unavailable	Italy	1829
48	Jason Ilie	Winnipeg	Canada	1828
49	Eric Phillipps	Lincroft	United States	1826
50	Jesse Hoier	Winnipeg	Canada	1825
51	Joel Frank	Northampton	United States	1823
52	Ken Wallach	Deerfield	United States	1824
52	Michael Deliard	Paris	France	1824
55	Rudiger Klings	Darmstadt	Germany	1822
56	Jenny Collins	Baulkham Hills	Australia	1822
56	Ivan Soltija	Unavailable	Croatia (Hrvatska)	1822
58	Diego Ostrovich	Buenos Aires	Argentina	1821
59	Ernesto Mingorance	Buenos Aires	Argentina	1820
59	Bryan Stewart	Evanston	United States	1820
61	Denis Ohm Zigmester	Zagreb	Croatia (Hrvatska)	1819
61	Kurt Fukel	Lokeren	Belgium	1819
63	Christian Baranowich	Winnipeg	Canada	1817
63	Tadayoshi Komiya	Kanagawa	Japan	1817
65	Bruce Maxwell	Montreal	Canada	1817
66	Loc Degrou	Chapelle DOAmenticres	France	1814
67	Joe Cox	Haddonfield	United States	1813
68	Justin Coffey	Fort Hood	United States	1814
69	Daniele Gemma	Unavailable	Italy	1812
70	Djenar Sungarov	Zagreb	Croatia (Hrvatska)	1810
70	Dale Loechler	Lynchburg	United States	1810
72	Andrés Werner	Buenos Aires	Argentina	1807
73	Anthony Flexton	Washington	United States	1807
73	Michael Gurney	Burnaby	Canada	1807
73	Mike Arnston	Winnipeg	Canada	1807
73	Jason Paul	Winnipeg	Canada	1807
73	David Williams	Ft. Worth	United States	1807
78	Brian Kowal	Big Bend	United States	1806
79	Fujimi Kimihiro	Kanagawa	Japan	1804
80	Sammy Barkins	Costa Mesa	United States	1803
81	Stephen Williams	Virginia Beach	United States	1802
81	Samuel King	Valparaiso	United States	1802
83	Alan Comer	San Marcos	United States	1801
84	Dario Parazzoli	Milano	Italy	1800
85	Feming Chan	Cranbury	United States	1800
86	Darren Stanford	Costa Mesa	United States	1800
87	Peter Hernandez	Unavailable	United States	1799
87	Kevin Kim	Garden Grove	United States	1799
87	Andy Kok	Brookline	United States	1799
87	Damian Brown-Santos	Christchurch	New Zealand (Aotearoa)	1799
91	Martin Celades	Matadepera	Spain	1796
91	Gregor Hoehn	Darmstadt	Germany	1796
91	Ray Flowers	Cleveland	United States	1796
91	Jeff Simmons	Sparta	United States	1796
95	Luigi Bonacina	Unavailable	Italy	1795
95	Kevin Lies	Moorhead	United States	1795
95	Toni Rousseau	Vieli	Finland	1795
98	Olivier Bertel	Olivia	France	1794
98	Alex McConnell	Tallahassee	United States	1795
98	Eric Kmetrinus	NEW YORK	United States	1794
98	David Ferrer Castillo	Barcelona	Spain	1795

Arena News

Arena's Harvest Season produces a bounty of goodness in the form of prereleased preconstructed decks from the *Urza's Saga* expansion. For each expansion, Magic R&D creates themes that can be found in various cards throughout the set. The preconstructed decks give you a chance to explore the different deck themes created by the game designers themselves. There are four new preconstructed decks in *Urza's Saga*: "Sleeper," "Special Delivery," "The Plague," and "Tombstone."

The "Sleeper" deck combines versatile creatures, artifacts, and "sleeping" enchantments for the win. Each of the creatures has a useful ability, giving the player many options. The artifacts allow for card drawing and can beef up your creatures. The creature control (in the form of instants and enchantments) allows you to keep your opponent's creatures down. "Sleeper" is all about speed and pressure. Its speed lies in its many cheap creatures, and pressure comes from the threat of many more.

The "Special Delivery" deck is a fat creature deck that lets you get your creatures out really quickly via Echo. Versatile red burn allows for creature removal and the chance to finish off your opponent. The philosophy of "Special Delivery" is to attack early and often. Keep the pressure on with your Echo creatures and direct damage. The more you force your opponent to react to you, the better off you'll be.

"The Plague" features a long popular concept: Pestilence, creatures with protection from black, and a way to prevent the damage to yourself. This deck is all about control. It uses defensive creatures and creature-destruction spells to stall until you can play Pestilence. You then protect yourself from Pestilence as you use it to whittle your opponent's life total down to 0.

The "Tombstone" deck uses cycling to its fullest capacity, allowing you to get what you need quickly. The deck's main theme is the combination of cycling and reanimation. Cycling a creature into your graveyard to draw a card and then pull it out with one of the many reanimation-type cards is what the "Tombstone" deck is great at. Cycling is the heart of this deck, and if you don't make enough use of it, you will lose. As a general rule, dump cards with cycling if you have no immediate use for them, so you can draw something more valuable.

The format for the Harvest Season is *Urza's Saga* and Rath Cycle preconstructed decks. This special format gives players their choice of sixteen preconstructed decks. During the first week of the season, players must use the preconstructed decks straight out of the box. Starting October 9, players will be able to incorporate a fifteen-card sideboard using cards from any of the following Magic card sets: *Fifth Edition, Tempest, Stronghold, Exodus,* and *Urza's Saga*. For the final week of the season (beginning October 23), the format will open up to Standard (Type II). Please note that the *Mirage*-block is rotating out of the Standard environment and will no longer be legal in this environment. The following card sets are currently allowed in the Standard environment: *Fifth Edition, Tempest, Stronghold, Exodus,* and *Urza's Saga*. You can sign up for the Arena league at any participating retailer. To find out where you can play, check out our website at <www.wizards.com/Arena/Welcome.html> or call Wizards of the Coast at (800) 324-6496.

—Jessica Lawson

preliminary Arena top 10

Rank	Name	Points	Store
1	Marcus Eakes	1911	The Gatekeeper - Topeka, KS
2	Rich Vlastnik	1845	Metropolis Comics-La Salle - La Salle, IL
3	Bob Stumpf	1835	Gamer's Guild - Corpus Christi, TX
4	Monty Barnes	1823	Handled With Care - Burlington, IA
5	Andy Taylor	1819	Grand Slam - Olean, NY
6	Jim Finstrom	1818	Hidden Treasures - Las Cruces, NM
7	John Craig	1814	His Junk/ Her Treasure - Coos Bay, OR
7	Brian Vegso	1814	TJ's Cards Comics & Collectibles - Monongahela, PA
9	Anthony Colbert	1803	The Emporium - Newaygo, MI
10	Luke Depner	1801	Phantom Of The Attic - Monroeville - Monroeville, PA

Tournament Floor Rules

DCI Revises Tournament Floor Rules

Starting September 1, 1998, the new set of floor rules will be in effect at all DCI-sanctioned tournaments. Although most of the basic rules remain unchanged, there are some important updates tournament players should be aware of when attending sanctioned events this season. The updates are meant to clarify the rules as well as address issues of importance to the players.

The new set of rules clearly defines concession. In order to prevent players from colluding with one another, a player is not allowed to concede a duel unless it will give the player a strategic advantage or he or she has no chance at all to win the duel. The rules now require players to call a judge over whenever they wish to concede a duel. A judge will then review the situation and decide whether to allow the player to concede.

Perhaps the most important change in the floor rules has to do with card sleeves. Previously players were allowed to use sleeves as long as their opponent agreed. Starting September 1, an opponent no longer has the option to disagree. "This is very important to both players and dealers," explains card store owner Frank Holzer. "Players will be able to use beat-up cards, and the prices and demand for played cards will go up." Indeed, a player can now use his or her older cards in opaque or red sleeves—as long as the sleeves are unmarked and indistinguishable from each other.

Contrary to what many players believe, this does not make Alpha cards legal in tournament decks. The floor rules specifically forbid the use of cards with rounded corners (Alpha), square corners (*Collector's Edition*), or any other card that is distinguishable from tournament-legal Magic cards. It is still possible to play Alpha cards, but in an Alpha-only deck. You must notify a judge before the tournament if you intend to play an Alpha deck.

The complete text of the floor rules is available on the Wizards of the Coast website at <www.wizards.com/DCI/Magic.html>.

—Alex Shvartsman

DCI Revises Tournament Flo

UPCOMING

TOURNAMENTS AND EVENTS

PRESENTED BY YAHOO!

Premier events for October

United States

STATE	EVENT	DATE	CITY	PHONE
ALABAMA	QT Rome 98-99	10/10/98	Birmingham	256-880-3726
ARIZONA	QT Rome 98-99	10/3/98	Phoenix	714-444-4566
CALIFORNIA	QT Rome 98-99	10/3/98	San Francisco	650-947-0398
		10/10/98	Los Angeles	714-444-4566
		10/17/98	San Francisco	650-947-0398
COLORADO	QT Rome 98-99	10/17/98	Denver	303-366-3977
FLORIDA	QT Rome 98-99	10/17/98	Orlando	770-753-0030
HAWAII	QT Rome 98-99	10/10/98	Honolulu	808-596-8236
ILLINOIS	QT Rome 98-99	10/17/98	Chicago	877-8Legion
INDIANA	QT Rome 98-99	10/10/98	Indianapolis	317-773-1370
IOWA	QT Rome 98-99	10/17/98	Iowa City	319-338-0086
KANSAS	QT Rome 98-99	10/10/98	Wichita	316-946-1055
MASSACHUSETTS	QT Rome 98-99	10/10/98	Boston	617-666-5799
		10/17/98	Boston	617-666-5799
MICHIGAN	QT Rome 98-99	10/18/98	Detroit	519-256-8084
MINNESOTA	QT Rome 98-99	10/3/98	St. Paul	877-8Legion
MISSOURI	QT Rome 98-99	10/17/98	St. Louis	877-8Legion
NEW JERSEY	QT Rome 98-99	10/4/98	Edison	212-633-6320
NEW MEXICO	QT Rome 98-99	10/10/98	Albuquerque	505-265-6100
NEW YORK	QT Rome 98-99	10/10/98	Syracuse	212-633-6320
		10/17/98	New York	212-633-6320
NORTH CAROLINA	QT Rome 98-99	10/10/98	High Point	336-889-9900
OHIO	QT Rome 98-99	10/3/98	Akron	330-922-4263
		10/3/98	Toledo	800-529-3976
		10/17/98	Columbus	800-529-3976
TEXAS	Grand Prix 98-99	10/10/98	Austin	713-680-1870
	GP Texas Trials 98-99	10/3/98	Houston	713-680-1870
		10/9/98	Austin	713-680-1870
UTAH	QT Rome 98-99	10/10/98	Salt Lake City	801-968-6365
VIRGINIA	QT Rome 98-99	10/3/98	Richmond	770-753-0030
WASHINGTON	QT Rome 98-99	10/3/98	Seattle	206-675-1608
		10/17/98	Seattle	206-675-1608
		10/18/98	Seattle	206-675-1608
WASHINGTON, DC	QT Rome 98-99	10/10/98	Washington, DC	301-881-3530
WISCONSIN	QT Rome 98-99	10/10/98	Madison	877-8Legion

Canada

ALBERTA	QT Rome 98-99	10/17/98	Edmonton	403-483-2669
BRITISH COLUMBIA	QT Rome 98-99	10/11/98	Vancouver	604-521-4471
ONTARIO	QT Rome 98-99	10/18/98	Toronto	905-524-5725

UK

BIRMINGHAM	Grand Prix UK 98-99	10/18/98	Birmingham	+44-141-226-5205

THE MAIN EVENT

October 1–31	Pro–Tour Rome Qualifiers
October 3	Grand Prix–Texas Trials
October 10–11	Grand Prix–Texas
October 17–18	Grand Prix–Birmingham

Coming in November...

November 1–30	State Championships
November 13–15	Pro Tour–Rome
November 28–29	Pro Tour–Los Angeles Qualifiers begin
November 28–29	Western Division Challenges

For more information please call or email us at:

1-800-324-6496

www.wizards.com

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